

STREET FIGHTER II TURBO

Nintendo

PLAYER'S GUIDE

Official
Nintendo
Game Boy Advance

The complete Player's Guide to Street Fighter II Turbo — straight from the pros at Nintendo



STREET FIGHTER II TURBO

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TURBOCHARGED STREET FIGHTING!

The premise in *Street Fighter II Turbo* is very simple. Two of the 12 World Warriors go at it in a head-to-head, no-holds-barred street fighting brawl. However, from this starting point, a generous dose of variables enter the picture! Each fighter has his or her own set of moves and special attacks. Each fighter has different physical abilities, too. When you mix it all up, the outcome is electrifying because with all things being equal, any of the fighters has the ability to defeat their rival in any given match. This *Player's Guide* gives you tons of tactics and strategies for every fighter in the game versus every other fighter.

M. Bison, the final boss and leader of the Shadowloo organization, is regarded as the supreme evil being in the criminal world. He's affected the lives of several of the *Street Fighter* contestants and they are seeking retribution! While revenge plays an important motivational role for some fighters, respect, honor, greed, vanity, and self-indulgence play roles that are

just as important for others. Find out who's who in *Street Fighter III*! Whatever the reason may be for each of the contestants to enter the *Street Fighter* competition, rest assured that eventful and exciting battles are going to follow!

All of the Controller functions, moves and cool special attacks for all of the fighters can be found in this *Player's Guide*. Of particular note are the powerful combination moves. To dominate the street fighting scene, you have to know these moves! This *Player's Guide* will help you to elevate your *Street Fighter II* skills to a whole new level. On page 16, you'll find all of the "Classified Information" for *Street Fighter II Turbo*. It's definitely "Insiders Only" type of material. Consider yourself an armed and dangerous World Warrior when you learn and master all of the information contained within the pages of the *Street Fighter II Turbo Player's Guide*! Study the fighters, pick your favorite, and join in on the street fighting fray. We'll show you the way!

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PLAYER'S GUIDE™

HYPER FIGHTING!



WORLD DOMINATION?

The campaign to become the world's best fighter isn't the only battle going on. Throughout the entire Street Fighter series, the battle between good and evil has always been waged. There's no reason that it should stop now! M. Bison and his three henchmen, Sagat, Balrog and Vega, are on a quest for world domination. Cleaning up in the Street Fighter competition will only help to boost their popularity with the criminal underworld.

STREET FIGHTER SERIES RETROSPECTIVE

■ HOW IT STARTED

There is a great tradition with Capcom's fighting games. Their popularity has steadily increased since the company's earliest game in the genre, Street Fighter, was introduced to the world. The seed was sown. People were hooked on Street Fighter, but the best was yet to come.



STREET FIGHTER

In 1987, the original Street Fighter made its debut in U.S. arcades. Ryu starred in the game and Ken joined in for the two-player action. This is why Ken and Ryu's abilities are the same.

FINAL FIGHT

A spin-off on the Street Fighter theme, Final Fight proved to be a tremendous arcade success. It combined adventure elements of game play along with the obligatory bone-crushing action.

STREET FIGHTER II

Not since the days of Asteroids, Pac-Man, and Donkey Kong has an arcade game generated so much excitement among players! Intrigued with the theme, characters and moves, gamers steadily flocked to arcades.

CHAMPION EDITION

Street Fighter II masters wanted more! Capcom gave it to them by letting them choose to play as one of the four bosses in Street Fighter II Champion Edition. The upgrade was a relatively simple procedure.

STREET FIGHTER II—SUPER NES

The gaming world went nuts once again when Street Fighter II invaded the home market! The Super NES provided the obvious platform for the release of the first-ever 16-meg game. The game was practically a clone of the arcade version. Super NES owners couldn't have been happier!



STREET FIGHTER II TURBO

Shortly after the Champion Edition version of Street Fighter II hit the arcades, gamers were screaming for more! Once again, Capcom stepped up and unleashed Street Fighter II Turbo upon the masses. Faster action and more moves were the highlights.



STREET FIGHTER II TURBO

To keep in step with the demands of the arcade crowds, the Super NES version of Street Fighter II Turbo was released to the public in August of 1993. Matching the arcade version, Super NES owners now possessed all of the speed, characters, options and moves that they could handle. Things are good.



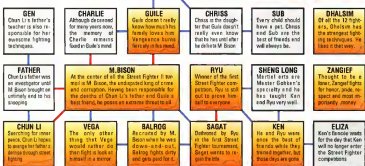
WHAT NEXT?

Super Street Fighter II is the next game in the series that Capcom will unleash upon the masses. Four new World Warriors: Cammy, Thunder Hawk, Fei Long and Dee Jay will join in on the quest to unseat M. Bison and the evil Shadowloo organization.

WHO'S WHO IN STREET FIGHTER II?

FRIENDS AND ENEMIES

This chart will give you some insight to the relationships that the Street Fighter characters have with one another. Some, like Ryu and Ken, are close, but others, like Dhalsim and Honda, are loners.



WHO IS M. BISON?

His past veiled in secrecy, Bison is intent on one thing: world domination. Winning the Street Fighter tournament will help him to attain this goal. Everyone knows that only the strongest and most worthy fighters get to enter the competition and if Bison happens to win, no one will be able to question his strength and powers. Other than his present standing, not much is known about him.



When Guile defeats Bison, he finally gets the opportunity to make him pay for the pain and suffering he inflicted upon Charlie, his best friend.



Chun Li, relieved that she has defeated Bison, is one giant step closer to inner peace. Her father is now avenged.



As many predicted, Bison retains his undisputed rank of "King of Destruction" when he wins the Street Fighter competition.

ENHANCEMENTS FOR THE TURBO VERSION

■ CHOOSE TO PLAY AS A BOSS

In the original arcade and Super NES versions of Street Fighter II, you could only fight against the four boss characters. Those days are long gone. In the Turbo version of Street Fighter II, you may select any of the 12 fighters. Individually, when factors such as strength, speed and agility are averaged out, each character has approximately the same chance of winning a match. Remember, this is on the average. With the skills of two players being equal, certain characters may have a slight advantage over others, but things should be fairly matched. The Turbo version has been "fine tuned" to include moves that tend to equalize any deficiencies a certain character may have had against another character.



■ NEW SPECIAL ATTACKS!

Some of the competitors in the Turbo version of Street Fighter II have been granted new moves and abilities. The most notable are Chun Li's Kikoken Fireball move and Dhalsim's Yoge Teleport. In the original version of Street Fighter II, the characters shown on the chart below didn't necessarily have deficiencies, but they could be attacked in certain ways that were directly related to their inability to attack in a certain manner. Thus, Capcom instigated the new attack moves for the characters. When you try them out, we think you'll agree that the "upgrades" were both much needed and fair. Those already well-acquainted with the characters will really like the additions!



■ PLAY VS. SAME CHARACTER

In Street Fighter II Turbo, you don't have to enter any special Controller code to have the ability to play same character vs. same character. Players can select any characters they choose, even if they are the same! The only differences between the like characters will be the color of their outfits and any settings you wish to change on the Option Menu screen.



Players 1 and 2 have each selected Ken. That's OK! It's perfectly fine. Go right ahead. Be our guest.



You'll have to remember what color was assigned to you on the Character Select screen. It can be a bit confusing.

NEW SPECIAL ATTACKS

KEN	AIR HURRICANE KICK
CHUN LI	KIKOKEN FIREBALL
CHUN LI	AIR WHIRLWIND KICK
ZANGIEF	TURBO SPINNING CLOTHESLINE
DHALSIM	YOGA TELEPORT
RYU	AIR HURRICANE KICK
E. HONDA	SUMO SMASH
BLANKA	VERTICAL ROLLING ATTACK



Two of the same boss characters can fight, too! The premise is always the same: no matter who you fight—go all out!



With matched settings and moves, Street Fighter II Turbo players will soon find out who's the best of the best.

TURBO OPTIONS

On the Option menu screen, you can adjust the Attack Levels of each fighter when playing in the VS. Mode. On the title screen, you also have the option to set the "speed" of the game. Move the cursor to TURBO and press the Control Pad Right or Left to change the number of stars from zero to four. The more stars, the faster the game will run.



All of the Turbo options and special attack moves are present when you adjust the stars to zero, but the game plays at about the same speed as if you were playing in the Normal Mode.



On the title screen, the maximum number of stars you can set the game speed to is four. However, if you look on page 116 of this Player's Guide you will find a way to go far beyond the four star speed.

MORE OF WHAT YOU WANT!

With the refinements that Street Fighter II Turbo offers over Street Fighter II, you'll get more of what you want! Less energy is drained when you attack, so you won't be able to win a match as easily. What this all means is that the battles between you and a friend or you and the computer will tend to last longer.



The Energy Meter isn't affected as much when you take or dish out a hit. Longer fights are the result.



It'll take more to stun your opponent and make him see stars (or cluck) in the Turbo version of SF II.



The game's 'artificial intelligence' has been enhanced to make the computer opponent a better fighter.

GRAPHIC CHANGES

Certain things changed when Street Fighter II was upgraded to Street Fighter II Turbo. One of the changes was an update for the graphics. It's really nothing radical, but little refinements and changes were made to the characters and also to the backgrounds. Study the comparison photos to the right for a minute and see how many differences you can come up with.



NORMAL MODE

In general, the Normal Mode is easier in all respects than it would be if you were to play the game on one of the Turbo settings. Your Energy meter expires faster, the colors that the fighters wear are different and there isn't an option to set the speed of the game. On top of that, the new special attacks that some of the fighters possess in Turbo don't exist in the Normal Mode. Playing in the Normal Mode is like playing the arcade version of the Champion Edition because you can also play as the boss characters.



Unfortunately, Blanka won't be able to execute his new Vertical Rolling Attack when you choose to play in the Normal Mode.



It looks as if Blanka will have to resort to the attacks that he possessed in the original Street Fighter II. He changed his pants, too!

GETTING STARTED WITH THE BASICS

■ YOU HAVE A CHOICE

When you insert the game and turn the Power Switch on, press Start until you see this screen. This is where it begins! From here, you can choose to play in either the Turbo Mode or in the Normal Mode. As discussed earlier, you can adjust the number of stars next to TURBO to set the overall speed of the game. You can also go into the Option Mode menu screen from here.



From here, you can adjust the number of stars next to TURBO to set the overall speed of the game. You can also go into the Option Mode menu screen from here.

■ CHOOSING YOUR CHARACTER

If you choose GAME START you'll go to the Player Select screen. If you choose VS. BATTLE for a two-player game, you'll go to the VS. BATTLE Player Select screen. Either way, you'll have the opportunity to choose your fighter from any of the 12 that are available. Remember, both players can select the same fighter.



■ USE OF THE CONTROLLER

An important thing to keep in mind is that you should learn the moves for each character. We have made Controller configuration recommendations for each fighter. It's OK to leave the Kick and Punch Button configuration the same for each character, but using your knowledge of moves for each character, you may want to change it around.



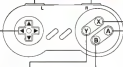
HARD PUNCH

With the standard Controller setting, Hard Punch will correspond to the L Button for every character. Almost all of the fighters will use this move, especially for throws. It may be a good idea to move it to another Button.



CONTROL PAD

To make your fighter jump, press Up. To make your fighter crouch, press Down. You can also move Left and Right.



LIGHT PUNCH

Some fighters use Light Punch much more often than others. It's often used as a "lure" move and it may benefit you to move it to the L Button or R Button. Most fighters don't use it in the heat of battle.



HARD KICK

Many characters rely on the Hard Kick. You need to evaluate whether the R Button is the proper placement for it.



MEDIUM PUNCH

Medium Punch is often used in throw moves. The X Button seems like a good spot for it to be located. You decide though.



MEDIUM KICK

Medium Kick, located on the A Button, really isn't used as often as Hard Kick is for most characters. You may want to move it.



LIGHT KICK

One change that you'll probably want to make is to move the Light Kick from the B Button to a less-used Button. The B Button is normally considered to be the "main" Button, so place a frequently used move there.



■ THE GENERAL SCHEME OF THINGS

When you choose **GAME START** for a one-player game, the computer will always randomly select your first opponent from the remaining characters, excluding the four bosses. What this means is that you don't know where you'll fly off to when you have your first battle. One of the other seven opponents will be your first rival. However, the order is set after your first match. If you win, you'll challenge the fighter that appears to the right of the fighter you just defeated. For example, if you defeat Guile, your next match will be with Ken.



START

OPPONENTS 1-3

BONUS STAGE 1

OPPONENTS 4-6

BONUS STAGE 2

OPPONENTS 7-8

BALROG

BONUS STAGE 3

VEGA

SAGAT

M. BISON

GAME END

BONUS STAGE 1



After defeating your first three opponents, whoever they are, you'll be off to the first Bonus Stage. You'll be more than ready to level the car by this time!

BONUS STAGE 2



The giant pile of bricks will be a welcome sight after you finish off your fourth, fifth and sixth opponents. Luckily, the bricks don't fight back!

BONUS STAGE 3



After trashing on Balrog in Las Vegas, it'll be time for the third, and most difficult Bonus Stage. Destroying all 20 barrels is quite a task!

■ A NEW CHALLENGER!

If you are playing a one-player game and you want to let a friend join, he or she must press the Start Button on Controller II. **HERE COMES A NEW CHALLENGER!** will flash across the top of the screen and the game will go to the Player Select screen. Player 2 can select any fighter

at this time, but the Controller settings and the handicap function will be set at the original positions. The computer will track the win/loss records for both players, no matter what fighters they choose to play as. The game does not, however, have a battery save feature.



OPTION MODE

Before you actually begin your quest to become the world's ultimate street fighter, there are some things that you should decide. First, decide how difficult you want your challenge to be. Adjust the stars on the Difficulty Meter from Easy to Hard. Be advised, if you set the Difficulty at anything less than four stars, no story line will run at the end of the game. Decide whether you want your match to have a time limit, too. The Option Mode screen is where you can change the Controller functions for the Kick and Punch Buttons.



BASIC TECHNIQUE TUTORIAL

■ ATTACK TIMING

First and foremost, the skills that you have to acquire and learn are the attack moves. If you can't attack properly, you don't stand much chance of winning. The timing of attacks is directly related to the distance between you and your opponent and the anticipated range of your attack.



Ryu is going to take Ken to school on this one! Ken missed with a Hard Kick while Ryu was crouched down. While Ken's leg is up in the air, he's open and vulnerable to a low attack. Remaining crouched, Ryu gives Ken a Hard Kick of his own.



Chun Li is anticipating an attack from Guile as she is blocking. Guile throws a low Hard Kick, but he is out of range and it misses. As Guile is finishing up the move, Chun Li decides to throw a Hard Kick of her own and connects with her target!

■ JUMP ATTACK

Another extremely crucial technique to master is the Jumping Attack. There are many variations to this type of attack, depending on which character you are using. Variables such as whether you should kick or punch early or late into the jump have to be considered. As a rule of thumb, for Jumping Kicks, it's best to Kick just before landing. However, if your rival counters the move, kicking late is probably not going to work.



■ ATTITUDE ADJUSTMENT

With only a slight change in the stance of your opponent, a kick or punch that you missed with may now find its mark. For example, the same attack that misses if your opponent is Standing could hit if he is crouching.



Zangief's Hard Kick doesn't hit Ryu at this distance when he is standing. He may need to get closer to him.



What luck! Ryu just happened to crouch down. The same Hard Kick that Zangief threw before will now connect.

■ GRAB & THROW

Throughout this Player's Guide, we'll be prompting you to try various throw moves because they can really do some heavy damage! If you can't get off a combination of moves, throwing your opponent is your best option for gaining the upper hand. Some characters, for example Blanka and Honda, execute a variation of the throw move. Blanka bites the head of his opponent while Honda grabs and squeezes his rival thereby inflicting copious quantities of piercing and persistent pain.



With a powerful throw move, Sean makes Chun Li think twice about exacting her revenge upon him while Blanka chews down on Zangief's balding head.

■ JUMP ATTACK DEFENSES

Since Jumping Attacks will often be used by you, it follows that Jumping Attacks will be used just as often against you. With this in mind, the chart to the right indicates appropriate defensive moves for all of the characters when they are faced with a Jumping Attack. Please note that these counter moves are not the only tactics that will work in this particular circumstance, but they can only help you.



DEFENSIVE MOVES

G	FLASH KICK
G	STANDING HARD KICK
K	HARD SHORYUKEN
K	CROUCHING HARD PUNCH
C	STANDING HARD PUNCH
Z	STANDING LIGHT PUNCH
D	STANDING LIGHT PUNCH
R	DRAGON PUNCH
R	CROUCHING HARD PUNCH
F	LIGHT SUMO HEAD BUTT
F	STANDING HARD PUNCH
BL	STANDING HARD PUNCH
BA	DASH UPPERCUT
V	STANDING MEDIUM PUNCH
S	TIGER UPPERCUT
M	PSYCHO CRUSHER
M	STANDING HARD KICK

G=Guile, K=Ken, C=Chun Li, Z=Zangief, D=Dan, F=Fei, BL=Blanka, BA=Balazs, V=Vega, S=Shoryu, M=M. Bison

THE HIGHS AND LOWS OF BLOCKING

When people play *Street Fighter II* for the first time, what they often lack is the wisdom that blocking is just as important as good attacking. It can't be stressed enough how important blocking techniques are. You won't be able to go blow-for-blow with a

computer opponent when the level of difficulty and overall speed of the game exceed standard levels. Amateurs will lose almost every time. Generally, if you're not attacking or setting up for an attack, you should be blocking.



As you know, when you press Left, your character will walk backwards and when you press Down, your character will assume a crouching stance. If there just happens to be a punch or a kick coming their way, these moves will also make them block.



Chun Li probably could have jumped away from Balrog's punch, but she didn't have enough time, so she tried to block it instead. Rather than blocking Guile's powerful Sonic Boom attack, Honda decided to just jump over it. A wise decision.

FREEZE FRAME

It's almost unnoticeable, but when a fighter blocks a kick or a punch, they won't be able to move for a split second. This may not seem like it would give you any advantage when you are attacking, but it is worth mentioning. If you're fast with your attacks, the blocks that your opponent puts up may be enough for you to gain the edge in the situation that you are in.



HOLD IT!

The Special Attacks for many of the fighters require you to press and hold the Control Pad down in some direction for a short period before completing the attack. Knowing this, when you are not in the midst of an attack or having to defend yourself, it's a good idea to hold the Control Pad in the direction most often used in the special attacks of the character with which you are fighting.



ATTACK AVOIDANCE

When battling a character that has long range attacks like Sagat, Chun Li, Ken, Ryu and Guile, jump over their attack by pressing Up plus a Kick or Punch Button. If you just

jump and don't press any Button, the attacks are likely to continue. You can avoid attacks of other characters by using a variety of techniques. Here are a few.



Press Up plus Medium Kick to avoid Sagat's Tiger Shot. It is unlikely that he will continue to shoot them now. He will be wary of an attack from you.



When fighting against Dhalsim and playing as Ken or Ryu, a Hurricane Kick will cut right through the Yoga Fire attack. Try it out. It works!



When playing as Dhalsim, press and hold Down and then press any Kick Button to slide under the long range attacks of Ken, Ryu, Chun Li and Guile.



Guile's upslide-down Hard Kick is a great move to avoid getting hit by a low Kick Press Left or Right plus Hard Kick to retaliate.

SIMPLY STUNNING

When your character or your opponent receives an inordinate amount of abuse within a short period of time, he or she will often become stunned. They will wobble about as if in a daze and either Stars or Ducks will circle their heads. Stars occur more often than Ducks, and the Star Stun doesn't last as long as the Duck Stun. Some characters are easier to stun than others.



FINE TUNED TECHNIQUES

■ DRAGON PUNCH

If you're playing as Ken or Ryu and you happen to get knocked to the ground, you should boost your "readiness factor" by preparing an attack move while you're still on the ground. Initiate the Dragon Punch as you are getting up. Just as you regain control of your character, you should be pushing a Punch Button to attack.



■ NO SCROLL

Not allowing your competitor to use the natural scroll of the screen will usually benefit your attack. In the example below, Ryu moved over to the left side of the screen and fired a Hadoken Fireball. The Yoga Master was going to jump back to avoid it, but since Ryu was still walking backwards to the Left, the screen could not scroll for Dhalsim. Consequently, the timing of Dhalsim's jump was off and he got nailed by the fireball.



■ AIR THROW TACTICS

The timing you use when pushing the Punch Button is critical for air throws. While you're in the air and preparing for the throw, you should be pressing the Control Pad in any direction except Up. In the examples below, the top photo shows the point at which you should be pressing the Punch Button to execute the air throw move when using Chun Li, Guile or Vega.



■ COUNTER THROW MOVE

Generally, we suggest that you wait until just before you land to complete the attack portion of a Jumping Air-Attack. You may score an early hit, but you may also be giving your opponent the time he or she needs to re-

cover and to return the favor! When you attack an opponent while you are on the ground, you can usually move away. However, if you still have to land after you attack, who knows what could happen!



Although he scores a hit, Ryu made the mistake of attacking Sagat too early in his attack.

Since the hit occurred, Ryu has landed, but Sagat has also had enough time to recover.

Ryu will face the consequences of his premature attack. Sagat is about to throw him.

■ GRAB & HOLD TECHNIQUES

Many of the street fighters have a technique that is similar to a throw move. It can be termed a "grab and hold" move. For example, Blanka can grab his rival and begin to chew on his head. Press any Punch Button repeatedly to keep this kind of attack going for as long as you can. Likewise, to break free from this attack, press any Punch Button as fast as you can.



Blanka liked the looks of Boon's cap so he decided to eat it! Terry. As an added bonus, Boon's Energy Meter will steadily drain while the attack ensues.

VS. MODE TIPS

■ JUST JUMP UP

Because you can't anticipate what Player 2 is going to do as well as you can anticipate what a computer rival would do, just jump straight up to avoid long range attacks like Ryu's Hadoken Fireball. If you jump toward Player 2, a number of unwanted things could possibly happen.



■ IF YOU'RE SURE, MAKE YOUR MOVE

If you feel confident that Player 2 is going to make the move that you are anticipating, go ahead and jump toward him and go for an attack move of your own. This kind of action requires quick thinking and even quicker reflexes, but with time and practice, you'll know all of the characters

so well that you won't even have to anticipate their moves, you'll just know! In the example below, Ken sees that Sagat has dropped to his knees. This can mean only one thing—he's going to throw a low Tiger Shot! Ken instantly decides to make a move.



■ PROJECTED WIN PERCENTAGE

We've put together this Projected Win Percentage chart for you to use as a general guideline for playing in the VS. Mode. Imagine if you will, two players who both have the exact same style of play and the same skills with all of the characters playing hundreds upon hundreds of matches. The chart represents the percentage of matches each character would win against the other characters. (This is a non-scientific poll. Your actual results may vary.)



■ MAKE A FAKE

An important offensive tactic to learn and use is the fake. You can fake your opponent out in many ways, but one of the best ways is to dupe them with a jumping attack that never materializes. They'll be expecting a kick or a punch, but when you land you'll jump over them and be able to throw them to the ground!



Bison thinks that Guile is going to let him have it with a kick, but Guile has other plans! After landing, he jumped over Bison and threw him!



Honda was anticipating a brutal locking attack from Vega, but he only got a Light Kick. Vega now has the upper hand because Honda put up a block.

VS. THIS CHARACTER

	G	K	C	Z	D	R	E	BL	BA	V	S	M
G		60	60	70	40	40	60	50	60	50	40	60
K	40		60	50	50	40	60	40	40	60	40	60
C	40	40		40	60	30	40	40	30	50	40	60
Z	30	50	60		30	50	30	30	70	40	10	80
D	60	50	40	70		60	40	20	60	40	50	60
R	60	60	70	50	40		70	50	40	50	40	60
E	40	40	60	70	60	30		60	70	60	50	60
BL	50	60	60	70	80	50	40		40	80	50	50
BA	40	60	70	30	40	60	30	60		40	40	50
V	50	40	50	60	60	50	40	20	60		60	70
S	60	60	60	90	50	60	50	50	60	40		50
M	40	40	40	20	40	40	40	50	50	30	50	

YOUR CHARACTER

SPECIAL ATTACK REFERENCE CHARTS

SPECIAL ATTACK MOVES

The special attack moves listed on the chart below require a smooth transition from one step to the next in order to execute them properly. They take practice. Remember, the overall speed setting of the game will dictate how fast you must perform any of the Controller motions for any of the special attack moves.



MOTIONS FOR ATTACKS

K	FIREBALL	↓ ↘ → +PUNCH
K	DRAGON PUNCH	→ ↓ ↘ +PUNCH
K	HURRICANE KICK	↓ ↘ ← +KICK
K	AIR HURRICANE KICK	↓ ↘ ← +KICK IN AIR
C	FIREBALL	← ↘ ↓ → +PUNCH
Z	SPINNING FLY DRIVER	→ ↘ ↓ ↘ ← ↘ ↓ +PUNCH
D	YOGA FIRE	↓ ↘ → +PUNCH
D	YOGA FLAME	← ↘ ↓ ↘ → +PUNCH
D	YOGA TELEPORT	→ ↓ ↘ +3PUNCH or 3KICK
R	FIREBALL	↓ ↘ → +PUNCH
R	DRAGON PUNCH	→ ↓ ↘ +PUNCH
R	HURRICANE KICK	↓ ↘ ← +KICK
R	AIR HURRICANE KICK	↓ ↘ ← +KICK IN AIR
S	TIGER SHOT	↓ ↘ → +PUNCH
S	GROUND TIGER SHOT	↓ ↘ → +KICK
S	TIGER UPPERCUT	→ ↓ ↘ +PUNCH
S	TIGER KNEE	↓ ↘ ↘ +KICK

REPEATED BUTTON PRESSING

The moves listed on the chart below, as well as attacks that fall under the "grab and hold" variety, can be executed by pressing the desired Punch or Kick Button as fast as possible. These types of attacks can be sustained for as long as you can continue to press the appropriate Button.



MOTIONS FOR ATTACKS

C	LIGHTNING KICK	ANY KICK
E	HUNDRED HAND SLAP	ANY PUNCH
BL	ELECTRICITY	ANY PUNCH

BEGIN WITH PRESS & HOLD

The moves listed in the chart below require you to press and hold the first direction that is listed. On Street Fighter II Turbo's default game speed, the amount of time that you have to hold the first direction is about two seconds. This varies with game speed.



MOTIONS FOR ATTACKS

G	SONIC BOOM	← → +PUNCH
G	FLASH KICK	↓ ↑ +KICK
C	WHIRLWIND KICK	↓ ↑ +KICK
C	AIR WHIRLWIND KICK	↓ ↑ +KICK IN AIR
E	SUMO HEAD BUTT	← → +PUNCH
E	SUMO SMASH	↓ ↑ +KICK
BL	ROLLING ATTACK	← → +PUNCH
BL	VERTICAL ROLLING	↓ ↑ +KICK
BA	DASH PUNCH	← → +PUNCH
BA	DASH UPPERCUT	← → +KICK
V	ROLLING CLAW	← → +PUNCH
V	CLAW DIVE	↓ ↑ +PUNCH
V	AIR SUPLEX	↓ ↑ +PUNCH
M	PSYCHO CRUSHER	← → +PUNCH
M	SCISSOR KICK	← → +KICK
M	HEAD STOMP	↓ ↑ +KICK

SPECIALTY ATTACKS

The attack moves listed on the chart below are easy to execute, but they aren't intuitive. Therefore, we are separating them from the rest of the moves that we've listed here in chart form. Vega's back flip move can also be executed by pressing all three Punch Buttons at the same time.



MOTIONS FOR ATTACKS

Z	SPINNING CLOTHESLINE	2 PUNCH BUTTONS
Z	TURBO SPINNING CLOTHESLINE	2 KICK BUTTONS
BA	TURN PUNCH	3 PUNCH or 3 KICK

REPETITIVE ATTACK MOVES

ON AND ON AND ON

Many of the characters have moves that can be repeated over and over. The chart below lists the characters and those moves. Depending on the situation, a crouching position may be better than a standing position and vice versa.



As you can see from the chart below, Ken can connect with rapid fire Light and Medium Kicks. He's using the crouching variety here.



Ken can score many hits as he punnels Ryu like a punching bag. As a rule, the weaker the force, the faster the lock or punch can be thrown.

STANDING

G	LIGHT PUNCH
G	MEDIUM PUNCH
K	LIGHT PUNCH
K	MEDIUM PUNCH
K	HARD KICK
C	LIGHT PUNCH
Z	LIGHT PUNCH
R	LIGHT PUNCH
R	MEDIUM PUNCH
R	HARD KICK
BA	LIGHT PUNCH
BA	LIGHT KICK
V	LIGHT PUNCH
V	LIGHT KICK
S	LIGHT PUNCH
S	LIGHT KICK
M	LIGHT PUNCH

ALTERNATE ATTACK COMBINATIONS

You have to devise ways to score more hits than your rival. There are no two ways about it—it's critical! There are combination moves that players who are fast with the Controller will be able to pull off. It's like beginning one attack and then switching into another. The first move, for most characters, usually involves a Light or Medium Kick or Punch, but Ken, Ryu and Chun Li can switch into a type of Hard Attack. When you initiate the first move at



Segor's Light Kick will often score two hits at close range. However, instead of getting the second hit in, Segor switched to a Tiger Uppercut.

STANDING CLOSE

G	LIGHT PUNCH
G	MEDIUM PUNCH
G	HARD PUNCH
K	LIGHT PUNCH
K	MEDIUM PUNCH
K	HARD PUNCH
K	MEDIUM KICK
C	HARD PUNCH
Z	LIGHT PUNCH
D	LIGHT PUNCH
D	MEDIUM PUNCH
R	LIGHT PUNCH
R	MEDIUM PUNCH
R	HARD PUNCH
R	MEDIUM KICK
BL	MEDIUM PUNCH
BA	LIGHT PUNCH
BA	LIGHT KICK
V	LIGHT PUNCH
V	LIGHT KICK
S	LIGHT PUNCH
S	LIGHT KICK
M	LIGHT PUNCH

close range, you can often score two hits. While the first "hit mark" is on the screen, execute the special attack move before the second hit mark appears. The first attack will be "cancelled out" and the special attack will take precedence.



Immediately after pressing Hard Punch, quickly execute the moves necessary for a Dragon Punch. Ken will then switch into the more powerful move.

CROUCHING

G	LIGHT PUNCH
G	MEDIUM PUNCH
K	LIGHT PUNCH
K	MEDIUM PUNCH
K	HARD PUNCH
K	LIGHT KICK
K	MEDIUM KICK
K	HARD KICK
Z	LIGHT PUNCH
Z	LIGHT KICK
Z	MEDIUM KICK
Z	HARD KICK
D	LIGHT PUNCH
D	LIGHT KICK
D	MEDIUM KICK
R	LIGHT PUNCH
R	MEDIUM PUNCH
R	HARD PUNCH
R	LIGHT KICK
R	MEDIUM KICK
R	HARD KICK
BA	LIGHT PUNCH
BA	LIGHT KICK
V	LIGHT PUNCH
S	LIGHT PUNCH
S	LIGHT KICK
M	LIGHT PUNCH

STREET FIGHTER II TURBO—CLASSIFIED FILE

■ NO SPECIAL ATTACKS #1

You can turn off any of the special attacks before you begin a VS. BATTLE match. After both players have selected their fighters, press Down, R, Up, L, Y, B on Controller II. The special attacks for each fighter will be shown. Normally, all of the attacks are set to the ON position, but you can turn any of them OFF.



■ NO SPECIAL ATTACKS #2

If you want to turn all of the special attacks off for the entire game and still play in the Turbo Mode, press Down, R, Up, L, Y, B while the CAPCOM logo is on the screen. You can still have all of the speed that the Turbo

Mode has to offer, but the moves that each character can do will be limited. You'll have to get down and dirty and resort to some serious hand-to-hand combat while this code is in effect!



■ EASY WAY TO M.BISON

Start a one-player game, and then, just as the match begins, press Start on Controller II. The computer will think that a new challenger is joining the action and the Player Select screen will come up. Choose any fighter except Bison. Now you can win the match easily because no one is controlling your opponent! Repeat the process until you reach Bison.



■ MEGA SPEED!

After the CAPCOM logo disappears, press Down, R, Up, L, Y, B on Controller II. When the main title screen comes up, you can increase the overall game speed to the level of ten stars! The play at this level is incredibly fast. You definitely need to give this one a try!



The highest default speed is four stars. Now you can increase the game speed to an amazing ten stars. It's too fast for the average player!

■ 12 PROFILES

View the Profile screens for all 12 characters without waiting! Simultaneously press and hold the L and R Buttons when the first Profile screen comes up. Each will be displayed for five seconds.



THE NEW MASTER MAY BE YOU!

There are different types of endings for the game. If you complete the game on Difficulty Level 4 or above, you'll see game credits after the character story line comes up. You'll also be rewarded with a bonus screen if you don't lose any matches in the game. Game completion on Difficulty Level 7 or 8 gets you another bonus screen!



Completing the game on Difficulty Level 4 or above allows you to view the names of the people responsible for creating it.

You'll see this screen only if you complete the entire game without losing a single match on Difficulty Level 8. It's tough!



Without changing characters and completing the game on Difficulty Level 7 or 8, you can view this great artwork at the end.

GUILE





GUILE

CDDL, CONFIDENT, AND IN CONTROL

Military supporters say that Guile stands for all things good. Some may disagree. Several of the World Warriors have an unspoken fear of Guile. They know that at any given time, he can defeat them handily using any technique because his skills are so balanced. He can quickly draw from a large variety of fighting tactics. Thumbs up, family man!

ABILITIES

MOVE SPEED					3
JUMP SPEED					3
JUMP POWER					3
ATTACK					3
DEFENSE					3

MILITARY TURF



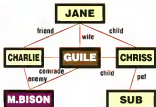
CHARACTER PROFILE

The rush that street fighting gives Guile and the hatred toward M.Bison that burns inside of him keeps him going. Large doses of coffee help, too. Guile is emotionally flustered. He has basically "dropped out" of his personal life, has left his family and has gone off in search of M.Bison. Revenge is number one on his to-do list. Charlie's demise deserves to be avenged.

PERSONAL DATA

DATE OF BIRTH	12/ 23/ 68
HEIGHT	6 ft. 1 in.
WEIGHT	191 lbs.
MEASUREMENTS	B 49 in./ W 33 in./ H 35 in.
BLOOD TYPE	O
LIKES	Coffees
DISLIKES	M. Bison

CONNECTIONS



BASIC MOVES

PUNCH

STANDING

STANDING CLOSE

CROUCHING

JUMPING UP

JUMPING FORWARD

LIGHT

MEDIUM

HARD

KICK

STANDING

STANDING CLOSE

CROUCHING

JUMPING UP

JUMPING FORWARD

LIGHT

MEDIUM

HARD



OTHER ATTACKS

Depending on your position and your opponent's position, Guile will execute several moves not mentioned above. These moves are very easy to do, almost automatic, if you will. Guile loves the Knee Bazooka!



When your opponents are stunned or let down their guard, blast 'em with the Knee Bazooka.



With powerful arms and hands (like vices), Guile can easily grab and throw anyone.



Such! Guile won't even take it easy on his clone opponent. It's not his nature.



SPECIAL ATTACKS

SONIC BOOM

The Sonic Boom is a technique that Guile learned a long time ago and it appears that he has perfected it. However, there could be room for improvement. Using his voice and a combination of movements, he fires two waves of Sonic power from his arms toward his rival. Press and hold Left or Down/Left then press Right plus any Punch Button. The Punch Button determines the speed that the Sonic Boom travels. For faster opponents, it's usually best to use a Hard Punch Sonic Boom. However, for slower rivals, a slow-moving Light Punch Sonic Boom may be harder for them to jump over and avoid.

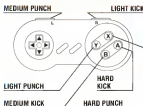


FLASH KICK

A totally impressive move, the Flash Kick is the tactic with which Guile can dish out the most amount of damage. The only problem is that it takes a couple of seconds to set up and execute. Use it against slower opponents or when a rival is stunned. Press and hold Down and then press Up plus any Kick Button. If you press Hard Kick with this move, you may score more than one hit, providing that your opponent is in the proper position. What's more, proper positioning can be different for various fighters, depending on their size. It'll take much practice to dish out the two-hit Flash Kick with regularity.



RECOMMENDED CONFIGURATION



Because he is so versatile, it's really hard to say what Controller Buttons you'll use the most when you fight with Guile, but we are recommending a lot of Hard Kick and Medium Kick use. That's why we've opted to assign them to the A and B Buttons.



Guile's long, powerful legs will make head-charging enemies think twice about charging toward him again. A Coasting Medium Kick from the flat-topped peacekeeper will send an obvious message to any World Warrior trying to take the offensive.

BASIC TACTICS

SONIC BOOM FOLLOW-UP

Using a Light Punch with the Sonic Boom will allow you to follow it as it slowly makes its way toward your rival. If your opponents jump the Sonic Boom, you can let them have it with Hard Kicks as they descend. If the Sonic Boom connects, you'll be in a great position for a one-two kick combination!



MEDIUM KICK USE

Hard-charging opponents can usually be kept at bay with generous Medium Kick use. You can also press Down and Medium Kick to trip their feet up. Slower opponents, like Zangief, have trouble with Guile's low kicks.



TRIPLE THREAT POSITION

The best position for Guile to be in (besides standing with a fist raised in victory) is in this crouching position. From here, he can launch into a Flash Kick, unload a Sonic Boom or deliver forceful kicks.



BONUS STAGE STRATEGIES

BONUS STAGE 1

Ah-ha! An unsuspecting imported luxury car. And it's just off the boat! No time like the present to smash it to pieces. Within the allotted time, Guile must smash enough of the car to bring its frame to the ground. You begin the Bonus Round on the left. Use Hard Kicks until the passenger door gives way. Jump over the car and continue to use Hard Kicks and crouching Hard Kicks. The faster you total the car, the more Bonus Points you'll receive.



BONUS STAGE 2

The second Bonus Stage is extremely straightforward. The pile of bricks consists of four tightly packed sections. Again, since Hard Kicks are Guile's forte, you won't need to use any other moves to turn the piles of bricks into pebbles. Start thrashing on the left side. The lower section will break away and then Guile will go to work on the top. When the top crumbles away, jump up and land on the bricks. Keep up the Hard Kicks to finish the pile off.



BONUS STAGE 3

A barrel factory is the setting for the third and final Bonus Round. Guile's goal is to destroy the barrels that fall down toward him from the conveyor belts above. Since the barrels come at him from both sides, you may need to move slightly from side to side in order to get into proper position, but here again, Hard Kicks are the way to collect the most points.



VS. GUILLE

JUMP OVER SONIC BOOM

Ironically, one of Guile's favorite moves to use against a clone fighter is the Sonic Boom. This proves that the long-range attack is great to use on any one of the 12 fighters. Knowing the computer-driven Guile's tactics, you should just continue to jump over the Sonic Booms until your mirror-image opponent decides to move closer.



FLASH KICK USE

If Guile gives you two crouching Light Punches, just block them. He will usually follow it up with a Hard Uppercut. Remain in your crouching/blocking position so his Uppercut

misses its mark. When you think you have been in the crouch position long enough, let loose with a Flash Kick. Using a Hard Kick with it may score two hits!



GRAB & THROW

With a series of Hard Kicks or some other combination move, you may manage to floor your opponent. If you do, quickly jump up and over him as he is getting up off the ground. When you land on the other side of him, quickly press Left plus Medium Punch to grab and body slam the green-outfitted Guile.



VS. KEN

HURRICANE KICK WATCH

If Ken flies into a Hurricane Kick and comes spinning toward you, put up a block. If he lands on the other side of

you, he'll likely throw a Shoryuken. Keep up your block. Grab and throw him to the ground as he lands.



DRAGON PUNCHER

If time in the round is running short or if his stamina is getting low, Ken will try to launch as many Shoryukens as he can. Most importantly, be sure to block them and then, when he has missed you, move in for a throw move as he descends. A Hard Punch or Medium Punch will do the trick and will put him in his place. Ken is the most vulnerable when he is descending from a Shoryuken, which roughly translates into "Rising Dragon Punch."

LIGHT PUNCH INTO FLASH KICK

In order to lure Ken toward you, press Down and throw some Light Punches. Remember that while you're pressing Down, you're allowing yourself to fly into a Flash Kick by pressing Up plus any of the three Kick Buttons. This is really a sucker move and it usually works great! Most opponents will fall for it every time.



Crouch down and tap the Light Punch Button until Ken gets tired of waiting for you to attack. He will usually walk right toward you. Stop throwing punches when he gets close. Instead, press Up and any of the Kick Buttons for a Flash Kick.



VS. CHUN LI

FIREBALL JUMP

Chun Li can't move very well when she shoots Fireballs and she won't use them often. However, when she does, just jump over the fire and toward the martial artist. As you approach, you have a couple of attack options. If you land close to her, a throw move is certainly in order. If not, a Hard Kick works great.



TOSS TECHNIQUE

When Chun Li sets her foot into motion and executes her awesome Lightning Kick, a good counter move is to quickly jump over her. Upon landing on the safe side of her, press the Control Pad toward her plus Hard Punch or Medium Punch. Guile will instinctively grab her and viciously toss her to the ground.



This is gonna be great! Guile has jumped over Chun Li even before her Lightning Kick went into effect. Even better, it's going to hurt! Guile will reap the benefits.

NORMAL MODE

In the Normal Mode, Chun Li will often come at you with low kicks. You can easily block these. Of course, as you are blocking, you should be thinking about launching a Flash Kick. Chun Li has the ability to block your Flash Kicks, but you can just keep repeating them. Flash Kicks incorporating Hard Kicks work best because they may score more than one hit.



VS. ZANGIEF

MEDIUM KICK INTO FLASH KICK

Zangief often gets irritated when his charges are consistently thwarted by low kicks. He often flies into a Spinning Clothesline Attack, especially when his stamina is low. Set up a block by pressing Down/Left. Again, the fact that you are pressing Down for a period of time should alert you to the fact that you can rip off a Flash Kick quite easily. So, go ahead and do it!



In order to keep pounding on him, you don't necessarily want to knock the lumbering Zangief to the ground. Use low Medium Kicks to fend off his charges. Block any special attack he may throw at you and then let him have it with a full-on Flash Kick! Don't mess with the U.S.!

NORMAL MODE

At times, you'll need to draw Zangief toward you. You can accomplish this by throwing low Light or Medium Kicks. Don't kid yourself, Zangief has seen these before and he's not going to be duped into walking into them. His mighty limbs can easily block less-than-whole-hearted kicks. If he starts to block, step up your kicking attacks with a few Hard Kicks. It may take a couple to knock him down.



Zangief is wise to your tactics. Your Medium Kicks probably won't be enough to seriously hurt that big guy. Time to try something else.



That's more like it! A well-timed Hard Kick will more than likely put the hulking representative from the U.S.S.R. on his back.



VS. DHALSIM

■ DON'T USE THE SONIC BOOM

If Guile uses a standing Sonic Boom, Dhalsim, master of strange body movements, will invariably slide under it. If Dhalsim is relatively close to you when you throw a Sonic Boom, consider it a mistake.



■ FLASH THE YOGA TELEPORT

This is perfect! Guile is just biding his time and waiting in a crouching position for Dhalsim to make a move. Dhalsim has opted to test his flashy new Yoga Teleport. That wasn't a good idea. Guile can (and should)

press Up plus any Kick Button when the yoga master reappears after teleporting. This move is especially useful if Dhalsim executes a short Yoga Teleport and re-appears to the right of you.



NORMAL MODE

Dhalsim can't use his Yoga Teleport in the Normal Mode, so just blast away at him with Sonic Booms. Considering his jumping ability, he can easily leap over them. Don't use the Sonic Boom if he is near you—he'll slide under it. However, at long range, a good rapid-fire Sonic Boom technique should provide the power necessary to win.



Just stay on the far left side of the screen and blast Sonic Booms after Sonic Booms. Dhalsim will inevitably foul up and miss a jump.

VS. RYU

■ JUMP OVER HADOKEN

Ryu loves to throw Hadokens in rapid succession. In order to combat this potentially painful attack, Guile will have to use his jumping ability to move in for the attack. Leap as many of the Hadokens as you need to by pressing Up/Right on the Control Pad. When you finally land near Ryu, use Hard Kicks or Hard Punches to put a stop to his Fireball barrage.

■ WEAK PUNCHES LEAD TO THROW

You have to love this one. After you've floored Ryu, remain in the same position and dare him to get up by throwing several taunting Weak Punches. When Ryu recovers

from his fall, he'll oftentimes try to trip you up with a Weak Kick. Nice try, Ryu. Just when his leg begins to pull back from his kick, move right in for the grab 'n' toss!



■ HADOKEN COUNTER-MOVE

The power of Ryu's Hadoken is the same as Guile's Sonic Boom. This is revealed by the fact that the attacks cancel each other out. Guile has the upper hand in this situation, though. Ryu can't move very well after throwing a Hadoken, but Guile retains excellent mobility after tossing a Sonic Boom. If you think Ryu is going to throw a Hadoken, give him a Sonic Boom and follow it in with another attack.



Guile leaps up and over Ryu's Hadoken. When he lands this jump, he'll be within striking distance. Go ahead and strike!



VS. E. HONDA

■ FLASH KICK FURY

Guile does not buy into Honda's theory that it is "only natural" for a sumo wrestler to become the world's greatest fighter. When Guile blocks one of Honda's kicks, the wrestler often follows with a flying Sumo Head Butt. Guile, still blocking, will be in great shape to rip off a Flash Kick to counter it.



■ STOW THE SONIC BOOM

Don't use the Sonic Boom on Honda if he is relatively close to you. Just as Dalsim will slide under it, Honda will jump over it. Honda's jumping ability is much-improved over the original game.



■ HUNDRED-HAND DEFENSE

E. Honda's powerful Hundred-Hand Slap can usually be countered by using rapid Light Kicks. Keep kicking until Honda's attack subsides. Getting hit by this attack is definitely not what you want.



■ THROW TECHNIQUE

Considering his enormous size, E. Honda looks like he's firmly planted on the ground. Looks can be deceiving, though. If you can manage to jump over Honda (not an easy task), you should be able to throw the Japanese behemoth to the ground with ease. Press the Control Pad toward him and a Hard Punch or Medium Punch should be enough to do the trick.



VS. BLANKA

■ USE FLASH KICK

Blanka is very vulnerable to attack after executing a Vertical Roll While blocking his attack, you should be thinking about what attack you're going to throw at the Brazilian monster. A Flash Kick seems appropriate, doesn't it? You may as well serve it up with a Strong Kick!



■ SONIC BOOM USE

Use Sonic Booms on Blanka when he is getting up off the ground. He usually doesn't recover very quickly and the Sonic Boom is just the ticket to catch him off guard.



■ ELECTRIC SHIELD

At close range, Blanka likes to show off his Electricity Attack. To counter it and not get fried to a crisp, use a series of rapid Weak Kicks.



NORMAL MODE

Blanka seems very prepared to leap Guile's Sonic Booms in the Normal Mode, but what he won't be prepared for is the kick that you should serve up before he lands! A crouching Hard Kick is always a safe follow-up move after a Sonic Boom. Knock him silly!



VS. BALROG

■ CROUCHING KICK

Balrog is not very intelligent. Knowing this, you should be able to lure him toward you while setting up a Special Attack. In this instance, using crouching Medium Kicks should draw the boxer toward you. When he nears, let him have it with a Flash Kick.



■ SONIC BOOM PLUS!

Balrog's jumping ability leaves a great deal to be desired. He's concentrated so much time and effort on his punches, he's neglected to learn good jumping technique. Here's a sure-fire attack. Start off your attack by throwing a Sonic Boom that utilizes a Light Punch. It will travel slowly



ly and Balrog will have difficulty jumping it. In the event that he does manage to jump it, throw a Hard Punch just before he lands and then press Up/Right plus Hard Punch or Hard Kick for a great end to this combination of moves.

■ TOSS THE BOXER

As with other opponents, jumping over Balrog will put you in the best position to grab and throw him to the ground. Throw moves are especially damaging to Balrog immediately after you've floored him with some other kind of attack.



VS. VEGA

■ GET HIM IN THE AIR

Vega is very quick and you don't want him to give you any of his powerful sliding Hard Kicks. It's often times best to get him in the air. Throw a Light Punch-induced Sonic Boom. Vega will have to concentrate in order to jump it. Grab and throw him when he lands.



■ JUMPING ATTACKS

Vega and Balrog are totally different fighters, but Guile can certainly use similar types of attacks on them. Vega is good at evading jumping attacks. He'll spin off with a back flip. Keep pressing Right and when he lands, press Medium or Hard Punch to grab and throw the masked marauder to the stone floor below.



■ DON'T FENCE ME IN!

One of Vega's favorite moves is to climb the fence and leap onto his opponent. As a counter-move, stand just to the side of him as he climbs and then Jump Up just as he is about to release. Grab and throw him with a Medium or Hard Punch.



■ BREAK HIS CLAW

With enough hits, you can break Vega's claw. The benefit is twofold. First of all, his attack range will be decreased, and secondly, you'll earn 10,000 points. Throw a lot of Weak Punches. It won't matter if he blocks them or not.



VS. SAGAT

■ SAGAT UP CLOSE

Since Sagat is the tallest World Warrior and, not counting Dhalsim's strange body, his legs are probably the longest. He likes to use them! One of his favorite moves is to give his opponent two Strong Kicks in a row. Be on the lookout for this combination. You're bound to see it. To defend against it, just put up a block until Sagat pulls his leg back from the second kick. You should press Down long enough to prepare a Flash Kick. Now it's time to serve it up!



■ TIGER SHOT JUMPING

When Sagat throws his Tiger Shots, jump over them and toward the lowering warrior. Crouching Tiger Shots are much easier to jump. You may



have to jump a couple shots to get near him, but when you do, throw a Strong Punch or Strong Kick his way.



■ TOSS THE TOWER

When you try to jump over Sagat, he will methodically execute a Tiger Uppercut. Now, getting caught by this power move is not something that you'll enjoy. Be cautious when attempting the jump. However, if you manage to make the jump successfully, Sagat will be very vulnerable to a throw move when he lands.



VS. M. BISON

■ MEDIUM KICKS

Even though Bison is an excellent blocker and his armored shin guards withstand a lot of abuse, a crouching Medium Kick will stop, or at least delay, a charging attack.



■ ELEVATED GRAB & THROW

One of M. Bison's preferred moves involves him doing his own little tap dance on the head of his opponent. This is one of his treats that you'd be better off not experiencing. His boots can dish out a huge amount of pain.

To stomp the stomp, put up a block when he jumps toward you. Bison will then continue with the attack. Press Up/Left to jump and then press Up plus Medium or Hard Punch to grab and throw the rebel.



■ DON'T MISS WITH THE UPPERCUT!

If you decide to throw an uppercut Bison's way, you'd better hope that it connects. If it doesn't, Bison will invariably set up a Psycho Crusher and send himself your way! Practice Flash Kicking after throwing an uppercut. This is crucial to self preservation.



COMBINATION ATTACKS

■ LEAD WITH A HARD PUNCH

LEVEL ★ ★ ★

This combination of moves is surprisingly easy to execute and can be used effectively on every opponent and in most situations. First, jump toward your rival and throw a Hard Punch just before you land. Upon landing, immediately press Down and throw a few rapid Light or Medium Punches. Since you're already pressing Down, finish up the combination with an impressive Flash Kick display.



"Take that, Honda!" Gail simply loves the Flash Kick. He'd surely be lost without it. If you practice anything with Gail, practice this move.

■ GET AN EXTRA PUNCH!

LEVEL ★ ★ ★ ★ ★

This move is very difficult to pull off correctly and with any regularity, but if you can do it, the results are fabulous! Press Up/Right to jump toward your rival. When you are in the air, immediately press and hold Down then press Hard Punch. You're already pressing Down to set up for the final Flash Kick. When you land, and after you've slugged your opponent, leave the Control Pad in the Neutral position and press Hard Punch again. This move to the Neutral position has to be done quickly or it won't work. Finally, press Up plus Light Kick for the finishing Flash Kick move.



■ END IT WITH A HARD FLASH

LEVEL ★ ★ ★

This move is similar to the first combination move listed on this page, but there's one major difference. The Flash Kick at the end of the combination scores two hits! When Vega is on the ground, jump toward him and

throw a Hard Punch before you land. Make sure that you hit him on top of his head. Press down when you land and throw Medium Punches. Use the Hard Kick in conjunction with the finishing Flash Kick move.



Get a slap happy! Pound the Spaniard on top of his head.

Be careful not to back Vega up too far with your punches.

Ki-pow! Twice. The Hard Flash should score two savage hits.

■ PUNCH PUNCH BOOM PUNCH

LEVEL ★ ★ ★ ★ ★

You can back your opponent into the wall with this high impact combination! First, jump at him and throw a Hard Punch before landing, then press Left then Down plus Hard Punch. You should now be in great position to throw a Sonic Boom utilizing a Hard Punch. Finally, end the combination with a Hard Punch with the Control Pad in the Neutral position.



TOP SECRET!

Have you ever noticed that when the computer controls Gail, he can Flash Kick without holding a crouching position first? Hey, that's cheating! Well, you can cheat, but in a different way. Here's how. Press and hold Down/Left then Right plus any Punch Button for a Sonic Boom. Immediately after that, push Down/Left plus any Punch Button. You have to do it very quickly. At this point you should press Up plus any Kick Button for a Flash Kick. The amount of time that it normally takes to accomplish these two moves is greatly reduced by following this procedure.





KEN



KEN

MR. FINESSE

Although he hails from the U.S.A., karate-meister Ken honed his fine fighting skills by studying under a renowned martial arts master in Japan, where he was pushed to excel by training partner and fellow street fighter Ryu. He is perhaps best known for his Shoryuken attack, but he has developed strong skills in all areas. He is a formidable opponent who never leaves home without his Black Belt.

ABILITIES

MOVE SPEED					3
JUMP SPEED					3
JUMP POWER					3
ATTACK					3
DEFENSE					3

DOWN ON THE DOCKS



CHARACTER PROFILE

It took hard work and discipline for Ken to become a top-notch street fighter. His special moves include the Fireball, the Dragon Punch and the Hurricane Kick. He can also put together an awesome combo of Shoryuken moves that can leave his opponents begging for mercy. But beg though they might, Ken won't quit—he takes his street fighting seriously.

PERSONAL DATA

DATE OF BIRTH	2/14/65
HEIGHT	5 ft. 10 in.
WEIGHT	169 lbs.
MEASUREMENTS	B 44 in./ W 32 in./ H 33 in.
BLOOD TYPE	B
LIKES	Spaghetti
DISLIKES	Plums

CONNECTIONS



BASIC MOVES

TURBO

KEN



OTHER ATTACKS

Ken is steady and consistent at performing his basic moves—his years of study and hard work show. He can also execute a couple of impressive throws that will land just about anybody on the concrete. He must stand very close to his opponent in order to perform the throws. Press and hold Right or Left then press the Hard or Medium Kick or Punch Button.



Stand very close to your opponent, hold Left, then press a Medium or Hard Punch or Kick Button.



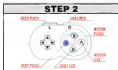
Use Hard Punch or Kick to really pounce your opponent. It's a good finishing move.



SPECIAL ATTACKS

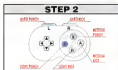
FIREBALL

Did someone say fire extinguisher? Ken can strike terror in his opponents with his battle cry, Haddock! With it, he announces that he's about to throw one of his awesome Fireballs. To make the fiery toss, press Down, Down/ Right, Right, then any Punch Button. If you time the moves correctly, Ken will stretch out his arms towards his opponent. The strength of the punch determines the speed of the Fireball. All three are effective means of toasting the competition.



DRAGON PUNCH

The Rising Dragon Punch (aka the Shoryuken) is a fearsome karate combo capable of inflicting some serious damage. To perform the dreaded flying punch, press Right, Down, Down/Right and any Punch Button. The stronger the punch, the higher it flies. You can quickly pull the punch when you're getting up from being decked, so it's a good recovery move. The Shoryuken also keeps you from being damaged by Fireballs—if they fly when you're in the midst of the move, they won't injure you.



HURRICANE KICK

Ken's Hurricane Kick is a high-flying, showstopping powerhouse of a move. To perform the stunt, press Down, Down/Left, Left then any of the Kick Buttons. A Hard Kick will extend the move, which he can also do while airborne. Just jump then quickly press the same button sequence. To add to the intensity of the Hurricane Kick, Ken lets loose with "Tatsumaki Senpukyaku!" at the top of his lungs as he follows through. The scream is enough to send chills down the spines of potential rivals.



BASIC TACTICS

FIREBALL FURY

Fling a Fireball and follow it up with a combo move while your opponent jumps to dodge it. Punch on the way down or try sweeping his legs out as he lands.



KEEP 'EM CORNERED

Take control. Force your opponent to the edge of the screen and keep up a relentless attack. With his back to

the wall, he will have fewer avenues of attack and little choice of how to avoid your assault.



HURRICANE WARNING

When the forecast calls for a Hurricane Kick, street fighters had better batten down the hatches and take cover. It's always an effective move, but when you make the final Kick High and Hard, Ken fans the room at a whirlwind pace. It'll leave opponents cowering.



BONUS STAGE STRATEGIES

BONUS STAGE 1

Believe it or not, the boss of the first bonus stage is a car, and your goal is to leave it in need of some serious body work. Hammer its right side with Dragon Punches or Hard Punches then pound on the left.



Use Hard Punches to pulverize the car's right side then, when that side is bashed beyond repair, switch to the other side and customize it, too.

BONUS STAGE 2

Karate experts are famous for breaking bricks, but Ken takes on a whole brick wall in Bonus Stage 2. Using his powerful Dragon Punch, he'll call on the power of the dragon to help him pound through it.



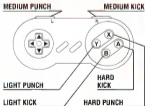
Use Dragon Punches and Hurricane Kicks to destroy the brick wall. Start on the lower left, step up and destroy the top, then finish it with a punch.

BONUS STAGE 3

They roll out the barrels in the third Bonus Stage. Stay in the center, crouch and use a Hard Kick to break the barrels.



RECOMMENDED CONFIGURATION



When you're fighting with Ken, you'll pull lots of Hard Punches and Kicks, so put them within easy reach. The A and X Buttons would be good choices. Put the Medium moves on seldom-used buttons.



VS. GUILTE

■ USE THE RISING DRAGON

When you manage to deck Guile, stay a safe distance away and jump up and down with Dragon Punches as he tries to stand. You won't actually hit him, but punching will draw him towards you with an attack move like the Sonic Boom. Land a Dragon Punch as he completes the move to do some serious damage.



■ KEEP HIM CORNERED

Guile tends to back off when you approach, so it's relatively easy to back him into a corner. Force him to one side where he has little room to maneuver and batter him with a



series of moves—punches and kicks—that will keep him reeling. Keeping him in the corner reduces his options, so confine him there for as long as you can.

NORMAL MODE

In the Normal Mode, Guile fights with many jumps and kicks. It's easy to deliver damaging punches, but Guile is also more adept at hurting you. One of the best moves for Ken to use is his famous Rising Dragon Punch. Catching Guile on the way down from a jump or kick is effective.



VS. KEN

■ COMPUTER KEN

Computer-controlled Ken isn't very clever. He uses the same series of moves over and over, so watch for



Watch for a pattern in the moves that Ken makes. Defend yourself and wait for the right moment to catch him off guard with a Dragon Punch.

the pattern and prepare to throw your Rising Dragon Punch at an opportune moment.



■ FIREBALL FLING

Most of your opponents have a healthy respect for your Fireball, but clone Ken is a relatively easy target. When you knock him down, get ready to throw one. Press Down, Down/Right, Right, and any punch to let it fly as he attempts to stand back up—he won't be able to avoid it, and it will make him sizzle but good. Try this move any time you've managed to make him kiss the concrete.



Catch Ken as he's trying to get back on his feet. Press Down, Down/Right, Right and Punch to throw a Fireball that he can't avoid.

■ PUNCH FEST

Stand in the center of the screen near Ken, but not so close that you'll land a punch. Throw a series of Light Punches to make him crouch and defend himself. When you pause, he'll leap forward. As he does, throw a Dragon Punch before he can lay a hand on you. He'll wish he'd stayed back in his own corner.



When you throw your series of Light Punches, computer Ken will crouch in the corner until you stop. When he leaps forward at you, get ready to deliver a devastating Dragon Punch to your look-alike.

VS. CHUN LI

STOP HER IN MIDFLIGHT

Chun Li likes to leap, and most often, she heads straight at you. Your most effective move against her is the Dragon Punch, but it's not easy to pull off. You must press Right, Down, Down/Right in one continuous motion then follow it quickly with any punch. If you catch her as she lands, the punch will be especially effective. In fact, this counter-attack works very well with all enemies.



COUNTER THE KIKOKEN

Chun Li has effectively copied Ken's Fireball with a move she calls the Kikoken. When she throws a Fireball at you, jump over it. She won't be able to move until the Fireball fades, so finish your jump with a High Kick to her head. Follow up with a punch or two.



Chun Li's Fireball is as accurate knock-off of Ken's. Get ready to jump when she throws one.



She can't move for a moment after throwing the Fireball. It's a good time to close in with a kick.

NORMAL MODE

Chun Li can't use her Fireball in the Normal Mode, but you can use your Hadoken—and it delivers more damage than it did in Turbo. Chun Li still leaps aggressively, so a good strategy is to time Fireballs to strike her as she comes down from a jump. You can stand back and attack from a safe distance. A few well-timed shots will take her out.



Use your Fireball technique often. Time it to hit her while she's in the air.

VS. ZANGIEF

HANG BACK

The best strategy for fighting Zangief is to stay as far away from him as you can. Fireballs are good for remote attacks, and you can actually land Dragon Punches from quite a distance. The distance that a kick or punch will reach depends on the strength used. The stronger the kick or punch used, the farther it will reach.



DODGE THE SPINNING CLOTHESLINE

Zangief's Spinning Clothesline attack is tough for Ken to handle. Don't try to counter it, just try to avoid it. When he uses it, dodge then land either a High Kick to the head or a Low Kick to his legs.



NORMAL MODE

Zangief can't use his Turbo Spinning Clothesline in the Normal Mode, so he's not as dangerous—and he's not very agile, either. If you throw a Fireball, you can hit him with a Dragon Punch as he tries to jump over it.



VS. DHALSIM

STRATEGY FOR "STRETCH"

Dhalsim isn't particularly strong or fast, so he's not very difficult for Ken to beat. Knock him down, then stand

near him and do a Light Hurricane Kick. That will make him slide towards you. Block the slide, then do a Dragon Punch and deck him. If you keep repeating these moves, it won't take you long to win the match.



NORMAL MODE

"Madoken!" Back Dhalsim up to the wall and wait for him to jump. When he does, shoot off a Fireball that will hit him in the lower legs as he comes back down. He jumps a lot in the Normal Mode, so you'll have plenty of opportunities to use this move. He's relatively weak at defense, so it won't take long to beat him.



WATCH THE WARP

Dhalsim practices a special form of yoga and can perform a unique move: the Yoga Teleport. He uses the move to disappear from one spot and reappear elsewhere on the screen. You never know where he'll show up, but as soon as he does, prepare to do a Low Kick. He is immobile for an instant after he reappears, so it's a perfect time to do some damage. Press Down and any of the kicks. You'll do a clean sweep and waste the warping Dhalsim.



VS. RYU

FIGHT THE FIREPOWER

Because they trained together for many years, Ken and Ryu have skills that are very similar. Ryu relies heavily on firepower. Ken can easily jump over the Fireballs. Stand within a leg's reach of Ryu, jump the Fireball, and High Kick while airborne to strike while he's temporarily immobile.



Ken knows what to expect from his long-time comrade. When he shoots off a Fireball, jump it and lend a High Kick to Ryu's head.

TRY TO TRAP RYU

It's easy to get Ryu to back into a corner. Back him up as far as you can, then keep repeating the following moves. First, shoot a Fireball from close range. He'll jump to avoid it. As he comes down from the jump, let him have it with a powerful punch. Because of his position, he has little choice of counter-attacks.



CORNER RYU

Back Ryu into the wall and stand just out of his reach. Throw several Light Punches from there. They won't damage Ryu but they will make him leap forward at you. When he lunges, be ready to pull a

Dragon Punch that will catch him on the descent. You must time the punch precisely to keep from ending up on the losing end of the encounter. Keep trying the maneuver until you have it down pat.



VS. E. HONDA

■ CONTROL THE FLOOR

E. Honda is certainly powerful, but he's not very fast. Force him backwards until he runs out of room, then throw out a Fireball. He'll slowly lift his considerable weight off the floor to jump it. As he comes crashing down, hit him hard with a Dragon Punch.



■ SPECIAL COMBINATIONS

What E. Honda lacks in speed, he makes up for in power. It's good to have a couple of effective combination moves to keep him busy. First, shoot a Fireball and prepare for him to jump. Be careful—sometimes he counters the Fireball with his surprisingly speedy spinning jump. As he comes down, sweep his legs out with a Low Kick. Another effective combo is the double Dragon Punch. When he jumps slowly, land an Uppercut. You'll have time to use a Hard Dragon Punch on his way down.



NORMAL MODE

Honda's special spinning jump is his greatest strength, and he doesn't have it in the Normal Mode. He's reduced to a large lumbering mass that Ken can easily out-maneuver in this mode. The safest bet is to stay on the opposite side of the screen and shoot off frequent Fireballs. He'll jump to avoid them. When he does, catch him with a Dragon Punch.



VS. BLANKA

■ A POWERHOUSE OPPONENT

You have good reason to fear your encounter with Blanka. He is strong and fierce. As he approaches, make him back off by crouching and kicking low. When he backs up to a safe distance, shoot a Fireball.



■ REAL POWER MOVES

Blanka has a couple of awesome special moves that give him a definite advantage over the competition: his Vertical Roll and his Electricity. Defend as he begins to turn electric, which takes a few seconds. Before he can fully power-up, though, do a quick Low Kick. You'll interrupt the power flow. When Blanka goes for the Vertical Roll, he usually does two in a row. Be prepared to Dragon Punch as he flies up and down.



NORMAL MODE

Stripped of his two special moves in the Normal Mode, Blanka is much less threatening. When you throw a Fireball, he'll try to duck under it, but he just can't crouch low enough to avoid it completely. Punches are also effective.



VS. BALROG

GO FOR THE LEGS

Balrog is a former boxer who tries to get by on brute strength, which he has in great measure. He's not particularly clever, though. His legs are his weakest area, so crouch and Low Kick repeatedly.



JUMP AND PUNCH

Balrog is weaker than most as he gets up, and he's easy to topple. Use Low Kicks to knock him down, then punch him as he tries to recover. Keep repeating to defeat him.



PUNCHING BAG

Hard Dragon Punches are especially effective against Balrog. If you back him up against the wall, he'll just

stand there and take abuse. He'll put up his gloves, but won't fight back.



VS. VEGA

MAKE HIM FLIP

If you try to jump over Vega, he'll perform his backflip. He's invincible while he's in the air but vulnerable for a moment or two after he lands. Punch him when he lands, then get him to backflip again so you'll have another opportunity to attack.



CAGE CLIMBER

When you fight Vega on his own turf, you'll be inside a cage that Vega sometimes climbs on. He can mount a mean attack from there, too. With his menacing clawed hand, he'll climb up the fence then suddenly

jump off it straight at you. Quickly prepare to Dragon Punch as he comes down. If you time it accurately, you'll diminish the effect of his attack and do some substantial damage yourself.



WATCH THE CLOCK

When time's running out or the fighters' stamina is getting low, many of them change their strategies. Vega uses a slide attack or switches to his special rolling attack when he's about done for. Watch for his new techniques and be prepared to throw a Dragon Punch to finish him.



VS. SAGAT

TAME THE TIGER SHOT

Sagat is fond of using his Tiger Shot. Avoid it by jumping, then hit him with a Hard Kick while you're in the air and he's unable to move. When you land, immediately attack his legs with Hard Kicks. Keep in mind that your original jump must be quick, because the Tiger Shot travels faster than a regular Fireball does. Still, Ken is quick enough to jump it without sustaining any damage.



THROWING TECHNIQUE

You can keep Sagat's head spinning with a special jump technique. Knock him down, and then, as he stands, jump over him. When you jump he

always uses the Tiger Uppercut, but he'll aim for the spot you just left. Keep jumping back and forth. Confuse him.



USE KICKS

It's a good idea to concentrate your attack on Sagat's lower body while he continues to throw punches. Kneel down and wait. He'll approach and either kick twice or punch. Stay low and use low Hard Kicks to sweep his legs out from underneath him. When he regains his feet, keep working on his legs. Sweep them again and again. It won't take long before you'll have him down for the count.



VS. M. BISON

BULLY BISON

Psycho-case Bison is a scary individual. Stay back in your own corner and shoot a Fireball at him. He'll jump to avoid it and come straight at you. Dragon Punch him as he's about to land, then retreat and get ready to send off another Fireball. He stays in the air for a long time, so it's easy to attack him there.



DUCK AND FIRE

When you wait in your own corner, Bison might walk towards you instead of jumping. When he does, wait until he almost touches you, then duck quickly. Use a Hard Kick and Fireball together. This combo doesn't cause much damage, but it is effective because it makes him back off and buys you some time to set up a different attack.



STOP THE PSYCHO

When Bison dives straight at you in his dreaded Psycho Crusher move, there's not much you can do. You can counter the Psycho Crusher with a Dragon Punch, but it's very difficult to time the punch so that you get out of the encounter with little or no damage. To neutralize the dive, you must Dragon Punch at precisely the same moment that he first touches you. A Fireball is also effective.



COMBINATION ATTACKS

KARATE COMBO

LEVEL ★★★

Ken has a couple of karate combos that are dynamic. First, move in so you're toe-to-toe with your opponent. Let fly with a Hard Punch with the Control Pad in the neutral position. Follow it up without pausing—execute an excellent Shoryuken by pressing Right, Down, then Down/Right in combination with any punch. When you perform this move correctly from the best position, you'll inflict serious damage on your rival.



PUNCH-O-RAMA

LEVEL ★★★

Jump at your opponent and, just as you're about to land, do a Hard Punch. Just after you land, press Strong Punch again. Immediately after that punch, rip off four Strong Dragon Punches in quick succession. Some enemies will bear the brunt of all four Dragon Punches, but others will retreat after the third.



KICK AND PUNCH

LEVEL ★★★★★

Another good series of moves begins with you jumping over your opponent. Start with the leap, but before you land, do a Hard Kick. Immediately upon landing, execute a Hard Punch followed by a Hard Dragon Punch. This sequence will land four punches, regardless of who your opponent happens to be. It is an extremely effective combination.



THE ENERGY DRAIN

LEVEL ★★★

Even more awesome than the karate combo described at the left is this slick set of moves that Ken considers to be his best. Jump toward your opponent and use a Hard Punch just before you land. Upon landing, immediately follow it up with another Hard Punch. Finally, follow that move quickly with a Hard Shoryuken. It's likely to be lights out for your opponent.



SPECIAL TECHNIQUE

The sequence for a regular Hurricane Kick is Down, Down/Left, Left and Kick. Ken can also do a fade-away Hurricane, which is especially useful because he's not the fastest guy around. Press Down, Down/Left, Left, Up/Left and Kick. If he's close enough to his opponent, he'll land the Kick.



CHUN LI





CHUN LI

A STUDY IN FINESSE

Chun Li is the smartest fighter competing in the Street Fighter tournament. She has to be. Her stature is small, so her intelligence must be directly tied to her fighting in order for her to survive. But just because she's small, doesn't mean that she isn't powerful. She's very strong! Chun Li has incredible foot speed with her kicks.

ABILITIES

MOVE SPEED	<div><div></div><div></div><div></div><div></div><div></div></div>	4
JUMP SPEED	<div><div></div><div></div><div></div><div></div><div></div></div>	4
JUMP POWER	<div><div></div><div></div><div></div><div></div><div></div></div>	5
ATTACK	<div><div></div><div></div><div></div><div></div><div></div></div>	2
DEFENSE	<div><div></div><div></div><div></div><div></div><div></div></div>	2

THE CHINESE MARKETPLACE



CHARACTER PROFILE

Like Guile, Chun Li's main reason for entering the Street Fighter tournaments is revenge. Her father, an investigator, was looking into the Shadowloo crime organization. Apparently, he was looking too far because M. Bison put an end to his snooping for good. Chun Li has vowed revenge! She longs for the day when thoughts of M. Bison never have to cross her mind.

PERSONAL DATA

DATE OF BIRTH	3/1/66
HEIGHT	5 ft. 8 in.
WEIGHT	Unknown
MEASUREMENTS	B 34 in. /W 22 in. /H 35 in.
BLOOD TYPE	A
LIKES	Aerobics, Education
DISLIKES	M. Bison

CONNECTIONS



BASIC MOVES

TURNED

CHUN LI

PUNCH	STANDING	STANDING CLOSE	CROUCHING	JUMPING UP	JUMPING FORWARD
LIGHT					
MEDIUM					
HARD					
KICK	STANDING	STANDING CLOSE	CROUCHING	JUMPING UP	JUMPING FORWARD
LIGHT					
MEDIUM					
HARD					

OTHER ATTACKS

Because of her incredible jumping ability, Chun Li is viewed to be one of the more "active" fighters in the tournament. She has a wide variety of attack angles. Her opponents never know where the attack is going to come from.



Chun Li can throw even the largest rival if she's positioned properly.



Use Medium or Hard Kicks at close range is an excellent strategy.



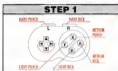
Chun Li's jumping attacks should be heavily employed in battle.



SPECIAL ATTACKS

FIREBALL

The Kikoken Fireball is Chun Li's answer to Ken and Ryu's Hadoken and Guile's Sonic Boom. It works the same way. Press Left, Left/Down, Down, Right/Down, and then Right plus any Punch Button. A blue ball of flames will emanate from Chun Li's hands and streak toward her opponent. Depending on the strength of the punch, the Fireball will travel at varying speeds. A Hard Punch at the end of the Controller motion produces the fastest-moving Kikoken shot. One important thing to remember is that Chun Li won't be able to move very well immediately following the shot.



WHIRLWIND KICK

With great acrobatic flair, Chun Li can flip herself over, begin spinning, and make like a helicopter. The Whirlwind Kick, aka Spinning Bird Kick, is accomplished by pressing and holding Down for a second on the Control Pad and then pressing Up plus any Kick Button. Chun Li will execute a perfect handstand and will begin to spin when you press the Kick Button. This move often scores more than one hit because her legs are spinning around so fast. This move does take a little time to set up and execute, so don't attempt it if you are under attack.



LIGHTNING KICK

Arguably Chun Li's most potent form of attack, the Lightning Kick, shows off her fabulous footwork. This move is easy to accomplish and can really put the hurt on an opponent. It also scores many knock-downs and is often employed by Chun Li to finish off her rival. Press any Kick Button as rapidly as you can. If you're using a turbo Controller to play as Chun Li, we suggest setting each of the Kick Buttons to the turbo setting. This way, your thumb won't get tired from having to press the Kick Buttons so many times—you just have to hold them down!



BASIC TACTICS

ELEVATED THROW

For her size, you'd think that Chun Li would try not to get involved in fierce hand-to-hand combat, especially with some of the larger fighters. However, she remains undaunted and finds herself quite comfortable with close-quartered fighting. Witness her throw technique while in the air. Jump to your opponent for the grab and throw him for a loss.



Chun Li is not in a good attack position at the height of his jump, but Chun Li is. Jump toward him and press Medium or Hard Punch for the throw.

KIKOKEN FIREBALL

Although Chun Li has better methods of attack, the Fireball works great in many situations. For example, since Zangief doesn't move and jump very fast, a flaming Fireball may be just the thing needed to gain the upper hand in the match. It's best for Chun Li to fire them from a long distance!



WALL JUMP

To cover a long distance in a short period of time, the Wall Jump is just what you need. First of all, Chun Li needs to be at the far left (or right) side of the screen. If she is on the left, press Up/Left until she jumps up and finds the wall. Just as she touches it, press Right/Down. She will automatically leap out from the wall toward her opponent. Go for an attack move at the end of the jump!



BONUS STAGE STRATEGIES

BONUS STAGE 1

To destroy the car, do a Whirlwind Kick on the left. Use a Hard Kick with it to effectively kick in the passenger door. Jump over the car and use Hard Lightning Kicks to take care of the rest.



The Whirlwind should hit the passenger door enough times to bash it in. The Lightning Kick will easily take care of the rest!

BONUS STAGE 2

Bonus Stage 2 is handled in the exact same manner as you handled the car, with the exception that you should stay on the left for everything. A Whirlwind Kick should be followed by Lightning Kicks.



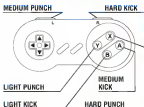
The pile of bricks doesn't stand a chance against Chun Li's powerful kick! The four sections of bricks will crumble away very quickly.

BONUS STAGE 3

Using Hard Punches is the way to score big in Bonus Stage 3. Wait in the middle of the screen and punch away at the barrels!



RECOMMENDED CONFIGURATION



Chun Li often uses Medium and Light Kicks. Knowing this, we recommend placing their functions on the A and B Buttons. If you tend to favor Hard Kicks, you may want to switch it with Light Punch.



VS. GUILF

■ USE THE FIREBALL

When battling Guilf, it's a good idea to throw a lot of Fireballs. Guilf is able to jump them, but Chun Li will be waiting for him when he lands. A Hard Kick to his chest just as he lands is in order.



■ AT CLOSE RANGE

At close range and low to the ground, Guilf will often throw several crouching punches. Block them and then wait for the uppercut that Guilf usually throws. Keep pressing Down and press Hard Kick. Next, block the two Hard Kicks that Guilf will dish out and then floor him with another crouching Hard Kick.



■ THROW TECHNIQUES

If you happen to knock Guilf to the ground with a Lightning Kick or some other power move, jump over him to set up for another attack. When you jump, make sure you do it quickly because Guilf will throw an uppercut

as he gets up off the ground. When you land on the other side of him, you should be able to throw the camouflaged warrior by pressing the Control Pad toward him and pressing Medium or Hard Punch.



VS. KEN

■ HURRICANE STOP

To defend Ken's potent Hurricane Kick, press Down and put up a block. Ken will spin past you, land and immediately throw a Shoryuken. Block it, too, and then grab and throw him just as he lands.



Ken ties two of his power moves together, but Chun Li can block both and then send her American rival flying to the ground!

■ LURE KEN TOWARD YOU

If Ken seems reluctant to move in for an attack, just hold your position and throw successive Light Punches. Ken will sense Chun Li's apparent indecisiveness and will move in for an attack. He'll try a

Hard Kick that should fall just short of you. When he retracts his leg, quickly move in, grab him and press Medium or Hard Punch to land him on the ground. See if you can repeat this great trick!



■ HARD PUNCHES & KICKS

Hard Punches and Hard Kicks are Chun Li's best lines of defense for jumping attacks. It shouldn't take much practice to get the timing of these defensive moves down to a science. Use them often.



VS. CHUN LI

WALL JUMP DEFENSE

If you push your clone opponent into the wall, she may execute a Wall Jump and will jump out over you. If she does, just turn around and move in the direction that she's jumping and throw her when she lands.



AIR THROW

Chun Li's jumping kick attack sees her dancing on your head. To defend it, press Left or Left Down. Then, to move to the offensive, press Up/Left and then Medium or Hard Punch to throw her.



This is an extremely difficult kick to block. Block it and then jump back.

JUMP OVER THE FIREBALL

Instead of blocking your clone's Fireballs, jump over them and toward your opponent. When you finally land near her, blast her with a Hard Kick. If you are on the extreme opposite side of the screen when she throws a Fireball, you may want to fire one back at her to cancel the attack.



TOSS YOUR CLONE

When Chun Li, your opponent, starts her Lightning Kick attack, it's a very good idea to jump over her and attack from behind. It's easy to do because she won't be able to move until her attack has run its course.



VS. ZANGIEF

HARD KICKS

To make Zangief take the offensive, remain in the same spot and press and hold Up to make Chun Li jump repeatedly. Zangief will eventually march over toward you. When he approaches, kick him in the face!



ESCAPE TACTICS

If Zangief is charging hard toward you, and you don't really have any kind of attack set up for him, you might want to use the Wall Jump to get away. Press Up and toward the wall then press away from the wall when you touch it. Get extra distance out of your jump by pressing Up plus any Kick Button.



NORMAL MODE

Use all of Chun Li's various Hard Kicks often against the gigantic Zangief. Whether it be a jumping, spinning or crouching attack, the Hard Kick should definitely go along with it.



VS. DHALSIM

■ MAKE HIM WARP WITH THE FIREBALL

When Dhalsim is on the far side of the screen, shoot off a Fireball. Now, if Dhalsim is smart, he'll do one of his Yoga Warps. When he reappears on the other side of you, let him have it with a Hard Kick.



■ DRILL DEFENSE

When Dhalsim attempts a Drill Attack, it takes a lot of effort. What Chun Li should do to avoid its stunning effect is to block it until Dhalsim lands. When the Yoga master is on the ground, he should be wide open for an attack. Move in and grab him. Toss him to the ground with a Medium or Hard Punch.



■ JUMPING KICKS

Even if Dhalsim appears to have the attack angle advantage, Chun Li can jump, kick, and turn the situation around. Practice waiting until the last second to turn the attack around. It is a good skill to learn.



■ A REVERSE KICK

Press Up/Right to jump over Dhalsim, but jump from a position that will make you land almost right on top of him. When you land, start pressing Light Kick. Even if it appears that you have jumped over Dhalsim, you may still be on the same side that you jumped from.



VS. RYU

■ HADOKEN JUMP

As you may know, Ryu loves to toss a series of rapid Hadokens in an attempt to throw his rival's timing off. Jump out toward him to clear the Fireballs and when you finally get close, give him a Hard Kick or Hard Punch.



It should be fairly easy to attack Ryu after he's just released a Hadoken because it requires a great deal of effort to create the Fireball.

■ LURE KEN TOWARD YOU

When Ryu is getting up off the ground, try to lure him towards you with a series of Light Punches. He will try to trip you up with a crouching

Hard Kick, but it will probably miss you. As he pulls his leg back, move in for the grab and throw.



■ CLOSE RANGE TACTICS

If Ryu kicks continuously during close range combat, the next attack he'll try will usually be to throw Hadokens. Move away and block the kicks that come your way. Be prepared to jump the Hadokens when they begin because it's not a good idea to block them. Even with a block, the power of a Hadoken can take away your energy.



VS. E. HONDA

■ TOSS THE SUMO

Honda likes to jump over Chun Li's Fireballs. Knowing this, trick the sumo by firing off a Fireball and then move in for the throw when he lands. Be sure not to move in too quickly or he'll smack you.



■ HEAD BUTT DEFENSE

There are two great ways to defend against Honda's Sumo Head Butt attack. First, a simple Light Punch can stop the torpedo-like attack. Second,



you can press Up/Right to jump over the attack. Upon landing, you're ready for your own attack.



■ WHEN TO THROW

When you are relatively close to Honda, throw some Light Punches. More often than not, Honda will counter with a Hard Punch. Be sure

to stand just out of his reach. Just as he is finishing his punch, move in for the grab and throw attack.



VS. BLANKA

■ BRING ON THE BRAZILIAN

Throw Fireballs at Blanka. He jumps fairly well, so he's bound to try to jump over them. What he doesn't know is that's exactly what you want him to do! Just as he is landing from a jump, let him have it with a saucy Hard Kick.



■ THROW AND THROW AGAIN

Blanka's memory is deficient. Maybe it's the electrical surges that run through his body. Sometimes, you can repeat a series of moves when fighting Blanka. For instance, start an attack by throwing some Light

Punches to lure him near you. He'll give you a Hard Kick, but you should be out of reach. Move in for the throw and then back up a bit. Start throwing Light Punches again as he gets up, then repeat the process.



NORMAL MODE

Throwing Blanka while playing in the Normal Mode is rather easy and is a very effective method of attack. Hence, we fully recommend trying to do it as often as possible! Jumping just to the other side of Blanka is the best way to position yourself for the throw.



VS. BALROG

■ USE CROUCHING MEDIUM KICK

If Balrog manages to break through Chun Li's defenses and starts to throw some of his vicious punches, she may be in serious trouble. The object, obviously, is not to let that happen. If Balrog begins to move to-

ward you, give him a crouching Medium Kick to back him up. Don't stop there—follow it up immediately with a jumping Hard Kick. This double-whammy move should send him back to his corner!



■ BOXER TOSS

Balrog loves to throw mean uppercuts when his opponents try to jump over him. Chun Li usually doesn't have a problem because she jumps so well. To throw Balrog, jump just to the other side and grab him.



■ TO FISTICUFFS

Chun Li can get into serious trouble being backed into the wall like this. However, with a well-timed Medium Kick followed by a Hard Kick, she can usually shake Balrog's boxing glove assault. Jump to the other side of him when you finally are able to knock him away.



VS. VEGA

■ BLOCK THE SLIDE

You'll have to block Vega's Hard Kick in order to stay on your feet. You may notice that there is a slight pause after Vega executes one of these powerful sliding kicks. It is at this time that you should return the favor and serve up a Hard Kick of your own.



■ THROW THE SPANIARD

As illustrated by the first photo here, Vega's and Chun Li's jumping abilities are much the same. Anticipate when he is going to jump and meet him in the air. The key to being able to throw him while in the air is being

able to get on a Punch Button before he decides to make his attack move. Also, if he decides to get cocky and climb the fence, jump up to meet and throw him as he jumps from the wire mesh.



■ WHIRLWIND KICK

Vega seems a bit perplexed by Chun Li's Whirlwind! All the better reason to use it on him. When you've knocked him down, it's a good time to use it because you'll have the amount of time needed to set it up.



■ MORE TECHNIQUE

Vega will often try to avoid Chun Li's jumping attack by doing a back flip. His evasive move is a very good one, but you should still try to throw him. Press Hard Punch when you get close to him. You may be able to pull it off.



VS. SAGAT

DARE TO GET CLOSE

It may seem contrary to common sense, but moving in close to Sagat works! Sagat's power comes from the full extension of his arms and legs, so if you're in close, you'll effectively tie him up. Here's a good move. Move in fairly close, crouch down and put up a block. Sagat will inevitably give you two quick Hard Punches. When he finishes, move toward him and throw him.



TIGER SHOT JUMPING

When Sagat crouches down and fires off his Tiger Shots, just jump over them and give him a Hard Punch or Hard Kick when you get near and just before you land. It takes Sagat a little longer to recover from a Tiger Ball

Shot when he fires from a crouching position. Take advantage of the extra time that it takes him to regain his fighting posture. Let him know that you mean business!



TOSS TECHNIQUE

By throwing a few Light Punches, Chun Li can lure Sagat toward her and can cause him to stop short and lock a few times. Continue with the Light Punches so he stays just out of reach. Move in for the throw.



VS. M. BISON

CROUCHING MEDIUM KICKS

You never can tell when Bison is going to attack. Plus, his attacks are so fast, you often don't have enough time defend yourself. A good position to wait in is a crouching stance. It allows you to block quickly and also allows you to trip up Bison with a greater rate of success. Use Medium Kicks to back him up.



THROW HIM HARD

To defend against this painful Head Stomp attack, put up a block, then press Up/Left to jump. When you're in the air with Bison, press Up plus Hard Punch for the throw move.



DEFENDING BISON'S HEAD

Bison thinks he's bad! Well, he is, so you've got to be ready at all times. It may seem like you're blocking all of the time. That's not a bad idea, but you've got to attack to win. Get in your Hard Kicks whenever you can and then go right back into your blocks.



COMBINATION ATTACKS

EASY PUNCH COMBO

LEVEL ★

This combination is easy to accomplish and works very well if your rival has just completed a Special Attack move. Jump toward him and let him have a Hard Punch just before you land. After landing, throw a Medium

Punch and then for the finish, throw another Hard Punch. The Medium Punch is thrown so you won't back up your opponent so far that when the final Hard Punch is thrown he'll be out of reach.



THREE-KICK COMBO

LEVEL ★

This combination of moves doesn't necessarily do a lot of damage to your opponents, but it's almost guaranteed to drop them to the floor! Start it off by jumping and giving

them a Hard Kick before you land. After landing, serve up a Medium Kick and then, for the finishing touch, dish out a Hard Kick. That should be enough to send them flying!



HARD PUNCHES AND LIGHTNING KICKS

LEVEL ★★★

This combination features great preparatory moves and a superior finishing move. The final Lightning Kick should be preceded by a jumping Hard Punch and a Hard Punch after landing. Depending on the size

and strength of your rival, the Lightning Kick may score several hits before knocking them down. And knock them down it will! In this example, Dhalsim doesn't stand a chance of blocking the combination.



"Meet my fat, Yoga Geek! Chun Li can certainly dish it out."

"How would you like to meet my feta again? What a card!"

Dhalsim takes the fall as the Lightning Kick goes into effect.

CLOSE COMBAT

LEVEL ★★★

At close range, throw a Light Punch and then follow it with a Hard Punch. This should be enough to back up most opponents. They should then be in perfect range for a full-on Lightning Kick attack. They may not even know what hit them, but they'll learn soon enough.



TOP SECRET!

Chun Li can step on the foot of her opponent! Jump and land on the toes of your rival and press Down plus rapid Medium Kicks. Press Up and you can score several hits if the first hit is on the foot. Then push Down plus Medium Kick for a face cruncher.





ZANGIEF



ZANGIEF

THE POWER TO PUMMEL

As strong as a bear, and only slightly less hairy, Zangief the wrestler looks as if he could take on most of the other *Street Fighter II Turbo* contenders with one hand behind his back. His power is in his arms and in his special spinning moves. When you close with opponents, Zangief can make some awesome throws, but don't expect speed or quickness from this overgrown muscle man.

ABILITIES

MOVE SPEED	=====	2
JUMP SPEED	=====	2
JUMP POWER	=====	1
ATTACK	=====	5
DEFENSE	=====	5

RUSSIAN FACTORY



CHARACTER PROFILE

Back when Russia was part of the Soviet Union and unemployment was rare, Zangief made his living by wrestling American grizzly bears. He never lost a match, although he lost considerable amounts of flesh and blood. Now he works for the Russian president as a bodyguard when he's not slamming opponents in the converted chemical factory that serves as his home.

PERSONAL DATA

DATE OF BIRTH	6 / 1 / 56
HEIGHT	7 ft.
WEIGHT	256 lbs.
MEASUREMENTS	8 64 in. / W 50 in. / H 59 in.
BLOOD TYPE	A
LIKES	Bear Wrestling
DISLIKES	Missile Attacks

CONNECTIONS

PRESIDENT

bodyguard

ZANGIEF

BASIC MOVES

TURBO

ZANGIEF



OTHER ATTACKS

Zangief's years spent pinning bears have left him with a wide variety of spectacular wrestling moves. Move close to your unwary opponent and use the Punch and Kick Buttons to grasp and slam them down. When you do this in combination with a jump, the fireworks really begin.



Press Up in mid-jump and use a Hard or Medium Punch. The Leg Dive will slam your opponent as Zangief comes down.



While jumping toward your foe, push Down and Hard Punch. Zangief will fly at his opponent and land on his face.



Use wrestling throws by getting close to your opponent then pushing forward or Down while punching or kicking.



SPECIAL ATTACKS

■ SUPER DOUBLE LARIAT

The Turbo Spinning Clothesline, or Lariat, turns Zangief into a tornado of power. Activating the move is simple: just push any two Kick Buttons simultaneously. The move launches Zangief into a super fast spin with his arms outstretched. Unlike in the original game, this Turbo move can be done on the fly while moving to the left or right. Counter the special attacks of other fighters by using this move as Zangief's defense. Also, the Turbo Spin keeps Zangief safe from below the belt attacks. This is a good move for a slow fighter like Zangief when approaching his opponents.



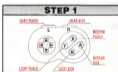
■ SPINNING CLOTHESLINE

Although not as fast as the Turbo Spin, the Spinning Clothesline lasts for a longer time, which makes it a great defensive move. Activate it by pushing any two Punch Buttons simultaneously. You'll be able to move left and right while spinning. The spinning action prevents Zangief from taking any damage from special moves while performing the Spinning Clothesline. Like the Turbo Spin, the Spinning Clothesline allows Zangief to penetrate inside his opponent's defenses where he can use his awesome Spinning Pile Driver. Keep spinning time after time to get close to opponents.



■ SPINNING PILE DRIVER

Experts have declared that Zangief's Spinning Pile Driver is the most powerful move in the game. Activate it by pushing right, toward your opponent, quickly pressing the Control Pad clockwise through 360° and pushing any Punch Button as you reach 12 o'clock in your rotation. It doesn't sound easy and it isn't. The rotation must be fast and you must time the Punch Button precisely. If it works, Zangief grabs the opponent and flips him head down, then leaps spinning in the air and drives his unfortunate victim headfirst into the ground.



BASIC TACTICS

■ DUCKING AND SPINNING

Zangief has excellent defensive stamina, but the best defense is not to take damage. Against some World Warriors, that means ducking to avoid high attacks. Your best defense is to use the Turbo Spinning Clothesline or Spinning Clothesline moves while closing on your opponent. Try to chase him into either corner where you hit him repeatedly with Pile Drivers and Spinning Clothesline moves. Fighters like Chun Li and Dhalsim, who often attack down low, provide an extra challenge.



■ WRESTLING MOVES

Zangief's bear wrestling days provided him with some of the best moves. The regular Pile Driver is one of the best—just move in close and use the Hard Kick. The other wrestling moves can be accomplished easily by closing with your opponent and pushing the other Punch and Kick Buttons.



BONUS STAGE STRATEGIES

■ BONUS STAGE 1

Attack the left side of the car first using your Turbo Spinning Clothesline until it's completely smashed in. Now jump over the car and pummel the right side using jumping Hard "Roundhouse" Kicks.



You don't have much time here, so use the fast Turbo Spin on the left side of the car and the powerful Hard Kicks on the right.

■ BONUS STAGE 2

Here you're up against the wall. Again use the Turbo Spinning Clothesline move on the left side. When the upper portion is gone, duck and kick out the remaining lower bricks.



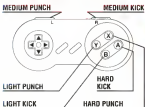
After crumbling the top of the wall with the Turbo Spin, jump to the second protruding brick and use the ducking kick to destroy the rest.

■ BONUS STAGE 3

In this area, Zangief must fend off the tumbling barrels. Position is everything! Use the ducking Hard Kick from the center.



RECOMMENDED CONFIGURATION



With the Kicking and Punching buttons lined up on the top and bottom, it's easy to perform both special Spinning Clothesline moves.



VS. GULE

SONIC BOOM DEFENSE

Gule's Sonic Booms will finish you off quickly unless you spin through them with the Spinning Clothesline or Turbo Spin moves. If you're spinning as the Sonic Boom shot passes through Zangief, he won't take any damage. Keep spinning to get close to Gule and lay him out.



WRESTLING THROWS & TACTICS

Use Zangief's natural wrestling ability against Gule once you've put him on the pavement. When Gule is down, jump over him so that you land close to him on the opposite side. As Gule starts to stand up, grab him and toss

him using one of Zangief's patented wrestling throws. The Pile Driver is the best, but any move will do. When Gule is down again, repeat the whole sequence.



COUNTER PUNCHING

One of Gule's favorite all-time moves is to get in close, duck down and launch a fierce attack of jabs. Since Gule must be close to accomplish this move, Zangief can use it to his advantage. Duck down to block Gule's Jabs. Don't worry about taking a few hits since the damage will be minor. Then step closer, grab Gule and throw him or use the Pile Driver.



VS. KEN

HURRICANE RELIEF

When Ken launches into his incredible airborne Hurricane Kick, Zangief should duck down until Ken is overhead. Now stand and use a Spinning Clothesline to rein in the Hurricane.



HANGING KEN OUT TO DRY

Avoid being hammered by Ken's Jumping Kick by ducking defensively. When the martial arts master starts coming down, rise to the occasion by using either the Turbo Spinning Clothesline or Spinning Clothesline moves. You'll send him flying. Follow him and use more Turbo Spins to trap him in the corner. Then finish Ken off with a Pile Driver.



THROUGH THE FIRE

Ken, when controlled by the computer, will often throw several Fireballs at you in a row. Zangief's Turbo Spinning Clothesline and Spinning Clothesline moves allow the Fireball to pass harmlessly through him. While spinning, edge closer to Ken. The best time to attack is right after Ken throws a Fireball, because he'll remain still for a second.



VS. CHUN LI

AIR CHUN LI

Chun Li seems part bird since she spends so much time in the air. When she leaps over Zangief, jump straight up, push Up and hit any Punch Button to activate the Head Butt. That will put her on the ground. Get closer and when she tries to stand use a Throw or Pile Driver.



When Chun Li jumps over Zangief, use the Head Butt when she is directly overhead. You'll knock her down and be able to close in for some power moves.

CORNERED

Trapping Chun Li in the corner is one of the quickest ways to win. If you're close to her, use a Throw to put her in the corner. Once her back is to the edge of the screen, use Light and

Medium Kicks followed by a Pile Driver or Spinning Pile Driver. By keeping Chun Li in the corner, Zangief can repeat the sequence until he wins the fight.



Once Chun Li is forced into the corner, use Light and Medium Kicks repeatedly and then the Spinning or regular Pile Driver. Then repeat this combination.



NORMAL MODE

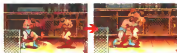
In the Normal Tournament Mode, Chun Li will continue jumping at you with high kicks. The Head Butt can be effective, but also use the Turbo Spinning Clothesline and Spinning Clothesline moves.



VS. ZANGIEF

POSITIONED FOR PILE DRIVING

Zangief always tries to close in on his opponents so he can throw them using his super wrestling moves, especially the Spinning Pile Driver. Since this is also your goal as Zangief, the trick is knowing when to start the move. Begin the move when you're about arm's length away. If you're too close to the enemy, he'll grab and throw you.



JUMP KICKS

When you've been backed into the corner, use the jumping Hard Kick to give yourself some breathing room as well as do damage to lone Zangief. Even if your evil twin tries the same maneuver, you can get yourself out of a tight position.



NORMAL MODE

In the Normal Tournament Mode, Zangief has little success avoiding aggressive attacks. Repeatedly using the jumping Hard Kick will keep him on the run.



VS. DHALSIM

■ YOGA TELEPORT

One of the wildest moves in the game is Dhalsim's disappearing trick—the Yoga Teleport. There's nothing you can do when the guru is invisible, but if he appears close to you, immediately hit him with hard Kicks.



■ BREAK THE DRILL

When you move closer to Dhalsim, he may leap into his dangerous Spinning Drill Kick attack. Back off to avoid being drilled. Just as Dhalsim starts the drill move, use your Turbo Spin or Spinning Clothesline. When he is about to hit you, you'll knock him down instead.



NORMAL MODE

In the Normal Tournament Mode, once you've put Dhalsim on the mat, continue your attack with Light Kicks. Follow them with a Spinning Pile Driver when he is about to stand up. That move will leave Dhalsim gasping on the ground again, so you can start the combination over again with Light Kicks.



VS. RYU

■ PILE IT ON

Ryu seems awfully fond of hanging out in the corner, from which he can blast opponents with Fireballs. If you're close to him, you can throw the Spinning Pile Driver repeatedly.



■ KICK HIM WHEN HE'S DOWN

When Ryu is on the ground, stay at a safe distance. As Ryu tries to get up, use a Medium Kick. You'll miss and Ryu will try to counter with a Hard Kick. Zangief now uses a Hard

that will send Ryu to the planks once again. If you time your kicks well, you can repeat this combination over and over until Ryu can't get up and loses the round.



When Ryu is on the ground, don't get too close to him. Stay out of his reach.

As Ryu starts to get up, throw a Medium Kick, even though you'll miss.

Ryu will try a Hard Kick. Zangief can then use a Hard Kick to knock Ryu back down.

■ THROUGH THE FIRE

As with other shot attacks, Zangief can avoid damage from Ryu's Fireballs by using his two patented spinning moves. Ryu often crouches at the edge of the screen and hurls several Fireballs, one after the other. Keep spinning and closing in on him.



VS. E. HONDA

FOLLOW UP MOVES

After throwing E. Honda, follow behind and hit him with a Medium Kick as he climbs back to his feet. You should stand at the distance shown

in the second photo below. Immediately after the first kick, use a ducking Hard Kick to knock the sumo back onto the tiles.



DRIVING IT HOME

You can't finish Honda off by taking half measures. As he moves closer, wait a moment, then hit him with your Spinning Pile Driver. If you miss the Spinning Pile Driver you'll probably take a Hundred Hand Slap or Super Sumo Press which would be hard to bear.



THE SUMO HEAD BUTT

Honda's Sumo Head Butt can be a devastating attack. You'll have to react quickly to it. When Honda is in mid-flight as shown, launch into the Turbo Spin or Spinning Clothesline. If you time it right, you'll hit him at arm's length.



ZANGIEF

VS. BLANKA

BRAWN AND THE BEAST

Blanka can prove to be a handful. When he tries to close with Zangief, start your Spinning Pile Driver at about the distance shown in the first photo. If you miss and Blanka gets

too close, you'll feel his Head Bite. Be ready to throw an immediate Turbo Spin or Spinning Clothesline if Blanka uses his jump attack.



Wait for Blanka to get close enough to you to begin your Spinning Pile Driver. It will take the wind out of his sails. This is also a very risky move because you have to let Blanka get close.



When Blanka uses his jump attack, counter it by using one of your special spinning moves when he's still in the air. You'll stop him cold.

USING YOUR HEAD BUTT

One of Blanka's favorite moves is the Rolling Attack. When he's coming at you at the distance shown here, that's the time to hit him with your Head Butt. Jump straight up, hold up, and push the Medium or Hard Punch Button.



NORMAL MODE

Duck down in Zangief's defensive stance and use Light or Medium Kicks to force Blanka backwards. Not only do you damage him, but you can drive him into a corner. It works in the Turbo Mode, too.



VS. BALROG

■ DUCK AND KICK

From your defensive ducking position, use the Hard Kick when Balrog is sprinting toward you. Not only will you stop the charge, you'll give him some serious damage. Then give him another Hard Kick when he tries to stand.



Stop Balrog's Dash move by ducking and using a Hard Kick. When he tries to get up, use another Hard Kick to add injury to insult. Keep up the kicks until it's over or Balrog backs off.

■ JUMP ATTACK

Zangief's Jump Attacks aren't always a good idea, but against some opponents such as Balrog and Blanka, they can be devastating. Once you've knocked Balrog down, start

using your jumping Hard Kick just as he's about to climb back to his feet. Then, when he's down, you can stomp him with a ducking Medium Kick. Now, just repeat the sequence.



■ SPINNING MOVES

In most cases, Zangief's best move is to keep spinning while waiting for Balrog and other fighters to get close to him. When Balrog comes within arm's length, you'll knock him back if you're spinning. You can also close in on him as you're spinning.



VS. VEGA

■ PATIENCE

While Vega climbs the chain fence, Zangief should wait in the opposite corner, ducking down. As Vega's jump carries him across the screen, just before he lands, use the Spinning Pile Driver to wrap him up.



■ HEAD BUTTING

Vega has clambered up the fence in preparation to jump at you. Waiting at a distance, Zangief can greet his opponent with a Head Butt that will send Vega flying. The move must be timed so you hit Vega when he's overhead.



■ THROWING IT IN

You can set Vega up for some powerful wrestling throws by forcing him to do his Backflip Somersault. When Vega is down, kick him as he tries to get to his feet. That forces the backflip. He'll spin backwards for three somersaults, after which he is vulner-

able to attack for a short time. Zangief can now close with him and use any wrestling throw. The exact type of throw or wrestling move depends on Zangief's distance from his opponent. The regular Pile Driver will leave Vega reeling.



VS. SAGAT

■ A COMBO ATTACK

Once Sagat tries to get up, Zangief can duck down and throw any punch. In return, Sagat tries to evade the blow and Zangief can immediately hit him with a Light Kick while continuing

in the ducking position. Now, at close range, you can use any wrestling throw or the Spinning Pile Driver. Then you can do it all over again until the tall Thai has had enough.



■ STAYING IN TOUCH

When Sagat takes to the air with a jumping attack, duck down and wait until he is almost on top of you. Once Sagat is virtually touching you, throw your Turbo Spin or Spinning Clothesline move to knock him out of the air.



■ THE TIGER SHOTS

If Sagat throws the higher Tiger Shot, counter it with the Spinning Clothesline. If he uses the low Tiger Shot, do the Turbo Spin to avoid taking damage.



ZANGIEF

VS. M. BISON

■ HEAD OFF THE HEAD STOMP

When Bison leaps up to throw his sadistic Head Stomp, wait until he's at the top of his jump before leaping straight up to give him an equally vicious Head Butt of your own to make him dizzy. When he's down, approach him using a Turbo Spin.



■ SPIN AND WIN

Bison will launch his jump attacks from halfway across the floor. When he's crossed about half the intervening distance, activate your Turbo Spin. The result will be that you knock him out of the air.



■ THE PSYCHO CRUSHER

By using the Spinning Clothesline or Turbo Spin Clothesline to meet the Psycho Crusher head-on, Zangief can stop the move and give Bison a crushing move of his own.



COMBINATION ATTACKS

KICK AND SPIN

LEVEL ★★★

The Kick and Spin consists of a Weak Kick followed by a Spinning Pile Driver. One move should flow directly into the next. The Light Kick lets you come close to perform the Spinning Pile Driver while your opponent is off guard.



Kan moves quickly, so slow him down with a Light Kick before stomping him with the Spinning Pile Driver.

PUNCH AND SPIN

LEVEL ★★★

Jump and hit your Hard Punch. You must be at arm's length for this to work. When you land, quickly do the 360° Controller move to activate the Spinning Pile Driver. If Zangief is close to his opponent, he'll grab him and drop him.



First, use the Hard Punch at the distance shown. As soon as you land, throw Zangief's Spinning Pile Driver.

HARD KICK AND SPIN

LEVEL ★★★★★

The jumping Hard Kick can be one of Zangief's best moves. Follow it with the Spinning Pile Driver for an awesome combination. Your opponent will retaliate from the kick by moving close where you can throw the Spinning Pile Driver.



Set up the Spinning Pile Driver by first throwing a jumping Hard Kick. Like most combinations, one move immediately follows the next.

HARD PUNCH-MEDIUM KICK-SPINNING MOVE

LEVEL ★★★

Begin this awesome combination by jumping over your opponent. When you're in the air, throw a Body Press by pushing Down and the Strong Punch Button. As soon as you land,

duck down and use a Medium Kick. Finally, as your worthy opponent tries to stand, throw a Turbo Spin or Spinning Clothesline to put him back on the ground.



PUNCHES AND KICKS

LEVEL ★★★

As Zangief leaps over his opponent, use the Body Press to slam down. As soon as you land, duck down and throw two Light Punches to soften up

your foe. Now stand up and strike your opponent with a Light Kick. Finally, drop into your ducking position and use Zangief's Hard Kick to send him flying.



THE HEAD BUTT

Many of your opponents like Vega and Chun Li are fond of great leaping moves that bring them crashing down on the slower Zangief. Zangief, on the other hand, has an excellent defense against such attacks. When it looks as if the sky is falling, jump straight up at your opponent. While jumping, push Up and a Medium or Hard Punch Button to activate Zangief's Head Butt. Often, this move will result in your opponent fainting.





DHALSIM



DHALSIM

THE GURU GLADIATOR

Dhalsim doesn't have the body strength to withstand many hits, but he does have some of the most unique offensive moves in the game like Yoga Flame, Yoga Nuggies and the brand new Yoga Teleport. For fighters with patience who prefer long-range attacks, Dhalsim is a perfect match with his elastic punches and kicks. Since most of his attacks aren't powerful, he wears down opponents until they crumble.

ABILITIES

MOVE SPEED	<div><div></div></div>	1
JUMP SPEED	<div><div></div></div>	1
JUMP POWER	<div><div></div></div>	5
ATTACK	<div><div></div></div>	3
DEFENSE	<div><div></div></div>	1

INDIAN TEMPLE



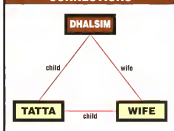
CHARACTER PROFILE

Through the ancient discipline of meditation, Dhalsim seeks to unify his body and spirit to achieve a true Yoga consciousness. In his native India, he is rumored to practice his mantras more than 25 hours a day, which some say proves that he has conquered both space and time. His Yoga arts have carried him far as a fighter, too, but he wishes no harm to his competitors and never holds a grudge.

PERSONAL DATA

DATE OF BIRTH	11 / 22 / 52
HEIGHT	5 ft. 10 in.
WEIGHT	107 lbs.
MEASUREMENTS	B 42 in. / W 16 in. / H 25 in.
BLOOD TYPE	O
LIKES	Meditation / Curry
DISLIKES	Candy

CONNECTIONS



BASIC MOVES

TMBO

PUNCH

LIGHT

STANDING

STANDING CLOSE

CROUCHING

JUMPING UP

JUMPING FORWARD

MEDIUM

HARD

KICK

LIGHT

STANDING

STANDING CLOSE

CROUCHING

JUMPING UP

JUMPING FORWARD

MEDIUM

HARD

DHALSIM



OTHER ATTACKS

If you get close to an opponent, use the Medium Punch to give Yoga Nuggies. A ducking Medium Kick at short range is a kick and not a sliding move. A Hard Punch at close range becomes a throw



At close range, you won't slide if you use a ducking Medium Kick, unlike ducking Hard and Light Kicks



Six rapid punches from close range can be executed with the Medium Punch for Yoga Nuggies



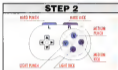
If Dhalim is close to an opponent, throw him over your shoulder using the Hard Punch



SPECIAL ATTACKS

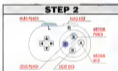
■ YOGA TELEPORT

This new move won't score on other fighters but it can move you into position to attack or whisk you out of danger. You can Teleport to a spot just in front of your opponent or just behind him. The Controller sequence for warping behind an opponent is Right, Down, Down/Right and push all three Punch or Kick Buttons at the same time as the Controller is Down/Right. The Punch Buttons warp you closer to your foe than the Kick Buttons. To Teleport in front of your opponent, push Left, Down, Down/Left and all three Punch or Kick Buttons. The Controller sequence must be done in a single, smooth motion.



■ YOGA FIRE

The lessons of Yoga aren't just so much hot air, as Dhalsim proves with his scorching Yoga Fire attack. The move is the same as a Fireball attack. The Controller sequence begins by pushing Down, Down/Right and Right all in one smooth motion. When you're pushing Right, also push any Punch Button to activate the Yoga Fire. The Fire can strike from any distance and causes significant damage. Yoga Fire can also be used to block many of the shots used by other fighters.



■ YOGA FLAME

The Yoga Flame, unlike Yoga Fire, is a short range burst of concentrated flames. To ignite this move, begin by pushing the Controller Left, Down/Left, Down, Down/Right, and Right. While pushing Right, also push any Punch Button to blow the billowing wall of flame in your foe's face. The entire sequence must be done as a single, smooth motion from beginning to end. By using the Light Punch Button, the Yoga Flame will last a shorter time. The Flame lasts longer if you use Medium or Hard Punch.



BASIC TACTICS

TWO DRILL ATTACKS

Dhalsim has two great Drill Attacks. While jumping, push Down and Hard Punch for the Head Drill. Jump, push Down and Hard Kick for the Toe Drill.



FIRE, PUNCHES AND KICKS

Use the following strategies to blow away competitors. When you're at a distance, blow Yoga Fire at your opponent. If he jumps toward you, use the standing Medium Kick to knock him down. The Medium Kick has good range and is quicker than the Hard Kick. As a foe lands, hit with a double-fisted Hard Punch.



Strike from a distance using Yoga Fire, standing Medium Kicks and the regular Hard Punch.

BONUS STAGE STRATEGIES

BONUS STAGE 1

In the first bonus area, move Dhalsim close to the vehicle and use a standing Hard Punch to activate the Head Butt. Do it on both sides to trash the car. Dhalsim doesn't think much of material luxuries.



Dhalsim's best metal-bashing move is the Head Butt. Use the Hard Punch from close range to activate it.

BONUS STAGE 2

Once again, Dhalsim must use his head to score big points on a bonus round. By blasting the brick wall with his Head Butt, he can reduce it to dust.



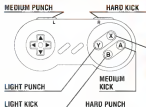
Use the Head Butt to knock down as much of the wall as you can from the floor, then stand on the protruding brick and Head Butt again.

BONUS STAGE 3

Dhalsim's mighty Head Butts can also be used to splinter the barrels in the third bonus stage. Wait until they're close, then Butt!



RECOMMENDED CONFIGURATION



Yoga Fire activated by a Light Punch moves slowly and is harder for opponents to judge and dodge accurately.



VS. GUILLE

■ CLOSE UP SKILLS

Guile likes to get up close and personal in his attacks. If he gets close to Dhalsim and begins a jabbing attack, protect yourself by blocking low then high as shown in the first two screen shots. Now Guile will try a Hard Punch, but you can counter with Dhalsim's two-fisted Hard Punch. Guile returns with a low kick, which you can block. Before he uses a second kick, hit him with another Hard Punch.



■ USE SLIDING ATTACKS

When Guile launches his Sonic Boom attack through the air, Dhalsim can slide under it using his Sliding attack. The ducking Hard Kick results in the longest slide.



■ YOGA THROWS

One of Dhalsim's strategies must be getting close to enemies without getting hit. In this case, jump toward Guile and use a Hard Kick in the air. Although it won't hit Guile, you'll be able to land safely and very close to him. Now use the Hard Punch to activate the powerful Yoga Throw.



VS. KEN

■ FIREBALL DEFENSE

Ken's Fireballs don't have to stop you from attacking. Use the ducking Hard Kick to slide under them and put Dhalsim in position to attack.



■ AFTER THE DRAGON

If you manage to evade one of Ken's mighty Dragon Punches, you'll be set up to do some counter-attacking of your own. Just as he's about to land, use the Hard Punch from close

range to activate the Head Butt. You'll butt Ken twice. Immediately use a Medium Kick to finish up. Chances are you'll knock Ken to the ground.



■ MEDIUM KICKS

The quickness and range of Dhalsim's Medium Kick make it a great offensive weapon. When Ken comes leaping in from a distance, hit him with the Medium Kick a little bit before he lands.



VS. CHUN LI

PUNCH ATTACK

If you've knocked Chun Li to the ground, try hitting her again with a Medium Punch as she begins to stand. She may block the move, but at this range you can counter with a throw by pushing the Hard Punch Button. Now repeat the sequence.



DRILL PRACTICE

Sometimes Chun Li is overly confident in using her Fireballs. Dhalsim, with his superior jumping ability, can leap over them and then launch into

a Toe Drill attack if he is at close range and a Head Drill attack at long range. Chun Li may block the attack, but you should keep trying it.



NORMAL MODE

Without the help of her Fireballs move in the Normal Tournament Mode, Chun Li uses lots of jumping attacks. Wait until her jump is almost over, then use the two-listed Hard Punch to knock her back. You can repeat this maneuver over and over to wear her down.



VS. ZANGIEF

MEDIUM HARD

By using the Medium and Hard Punches one after the other, you can set up Zangief to take a lot of damage. When you use the Medium

Punch, he'll either block it or jump backward to avoid a hit. As he's about to land, you can score a hit with your Hard Punch.

KEEP AWAY

Slow opponents like Zangief can be handled best by keeping them at a distance. Jump and use Hard Punches continuously to stop him in his tracks and to inflict damage.



THE DRILL BIT

From fairly close range, you can jump and use a Toe Drill on Zangief. He'll fall back from the hit, giving you room to repeat the move. In some cases, you can drill the Russian right into the ground.



VS. DHALSIM

■ THROW YOURSELF

When your evil twin tries a sliding attack, block it with your low defensive stance and then use a Hard Punch to throw him. Move in when he recovers and jumps, then as he goes into a Head Drill, block it and throw him again using a Hard Punch at close range.



■ TELEPORT TROUBLE

The Teleport looks more dangerous than it is. Wait for your opponent to reappear, then, if he's teleported close to you, use your Hard Punch to throw him. If he's at a greater distance, the Hard Punch will still take him out.



NORMAL MODE

You'll probably find Dhalsim jumping up and down continuously at the edge of the screen. Stand well back and use your Yoga Fire to torch him. You'll have to time the Fireball to arrive when Dhalsim lands. You can also use the Yoga Flame, but standing close enough to make it work can be dangerous.



VS. RYU

■ SLIDING ATTACK

Just as you evaded Guile's Sonic Boom and Ken's Fireballs, you can also avoid Ryu's Fireballs. Use the ducking Hard Kick to achieve the longest slide. Since he often throws multiple Fireballs, you can get close to him to do a Yoga Nudge.



■ THE DRAGON DANCE

Sometimes, Ryu throws Dragon Punches for defensive purposes. Use the Yoga Fire to force one of these punches, then, when he's just landed, step up and hit him with the Yoga Flame.



A shot of Yoga Fire can make Ryu do the Dragon Punch.

When he lands, hit him instantly with the Yoga Flame!

■ TELEPORT TACTICS

Look for Ryu to stand near one edge of the screen and continuously shoot Fireballs at you. That's the time to Teleport behind him. Use a Punch Button to get close, then throw him with the Hard Punch.



Ryu is vulnerable to effect if he leaves a space behind him. Use the Yoga Teleport between Fireball shots and throw Ryu with a Hard Punch.



VS. E. HONDA

FIRE ALARM

Use the Yoga Fire against the super sumo. You'll either hit him or force him to jump and attack you. If Honda comes at you, hit him before he lands using your Medium Kick.



SUMO SURPRISE

Watch for Honda's flying Sumo Head Butt. It's fast and dangerous. When you see it coming, jump up and back to avoid being hit. When you land,

you'll be close to the sumo. Use your Hard Punch to throw him or give him Yoga Nuggies for mass damage.



When you see the Sumo Head Butt on the way, jump up and back in a hurry.



You'll land close to Honda when you can use a Hard Punch to deliver a throw.



You can also give Honda Yoga Nuggies at this close range for even more damage.

NORMAL MODE

Since he doesn't have the Sumo Smash in the Normal Tournament Mode, you can stay close to him and blow Yoga Fire in his face until this Honda's totalled.



VS. BLANKA

HARD PUNCHES

You don't want to get too close to this wild man of the rain forest since one Head Bite or Electrify Attack can ruin Chelsim's day. Keep your distance and wait for one of Blanka's jumping attacks. Just as he's about to land, use your two-fisted Hard Punch to keep him at bay.



You don't want to let Blanka get too close to you.



When he jumps close, hit him with a Hard Punch.

BLANKA'S ROLL

Blanka's horizontal and vertical rolling attacks can be dangerous. You'll have to react quickly and block a horizontal roll, then immediately use a Hard Punch before Blanka lands. For vertical rolls, grab and throw Blanka just after he lands.



React quickly with your Hard Punch before Blanka's roll.



VS. BALROG

■ SLIDING ATTACKS

Once you get Balrog on the ground, use your sliding Hard Kick to keep him there when he tries to stand up. Keep repeating the move.



■ THE GOLDEN NUGGIES

Set Balrog up for Yoga Nuggies when you are close to him by using sliding Light Kicks. Now, just use the

Medium Punch and you'll activate the powerful Nuggies in front of the appreciative casino crowd.



■ GETTING CLOSE TO THE CHAMP

If you're a 100-pound weakling, how do you get close to Balrog? Try jumping and throwing a Hard Punch in the air. You'll miss with the punch,

but you'll land close to Balrog. At this range you can toss him over your shoulder and land him flat on the concrete, out of breath.



VS. VEGA

■ MISSING THE DIVE

When Vega launches the Claw Dive, Dhsim has three choices. One, he can Yoga Teleport out of the immediate area. Two, he can jump and use the Drill attack to avoid being hit. Or three, he can try to hit Vega with a Light Punch before Vega slams into him. The Drill escape is probably the safest move.



When Vega climbs the fence before the Claw Dive, wait until just before the jump, then Teleport.

Dhsim can also attack using a Light Punch, or he can spin out of harm's way using the Head Drill attack.

■ DRILL SETUP

If you use the Toe Drill attack, you can force Vega to somersault backward. You'll land before Vega, which means that you can use your Hard Punch from close range to throw him down or Nuggle him without mercy.



■ BREAK A CLAW

To break Vega's Claw you need to throw him to the ground. Begin by using a sliding Medium Kick. Vega will jump over the kick and you. Just as he's landing, use your Hard Punch to throw him. With any luck, you'll send him packing.



VS. SAGAT

■ SLIDE AND THROW

This strategy is triggered by Sagat's jumping attack. When he's close to you, but still in the air, Dhalsim should use a sliding Light Kick. He'll manage to get close enough to Sagat to engage the throw using the Hard Punch Button.



■ NUGGIES FOR SAGAT

Yoga Nuggies are very effective against Sagat. Whenever you are within Nuggie distance, wait on him.

When he runs away, chase him down and polish his bald head again with another Nuggie.



■ TIGER FIRE

Try Dhalsim's patented evasive maneuver to avoid fire shots. Use a low lunk to slide under them. The sliding

Hard Kick takes you close to Sagat for a hit or to set up a throw or Nuggie.



VS. M. BISON

■ STOMPED

One good head attack deserves another. If Bison goes for the Head Stomp, use your defensive block by pushing Right on the Controller. He'll try to jump over you, but you should stay close and use the Head Butt.



■ THE FIRE SLIDE

Back Bison into a corner by blowing Yoga Flame using the Hard Punch Button for extended toasting power. Now, use the sliding Light Kick to get up close to the Bisonmaster. At this range, you'll have no trouble tossing him over your shoulder. After the throw, you can start over again by chasing him back into a corner.



■ THE PSYCHO CRUSHER

When you see the Psycho Crusher on its way, jump away from it. Push Down while you're still in the air and Bison is landing. Also push Hard Kick to activate the Toe Drill. Aim for Bison's vulnerable legs.



COMBINATION ATTACKS

■ DUCKING MEDIUM KICK--YOGA FIRE

LEVEL ★★

This is one of the easiest combinations to use, and it can be very effective. If you're close to your opponent, use the ducking Medium Kick. You won't slide, but you'll kick him, forcing him back and throwing him momentarily off guard. Now use the Yoga Fire. Your opponent won't have time to block it.



■ SLIDING--MEDIUM KICK x 2

LEVEL ★★

When an opponent decides to leap toward you, keep this combination in mind. Before he lands, use a sliding Light Kick to hit him and reverse positions. Now use two Medium Kicks, or the Yoga Flame.



■ SLIDE--DRILL--MEDIUM KICK--FLAME

LEVEL ★★★

Get close to your opponent using the sliding Hard Kick, then jump up and use a Toe Drill Attack just as your opponent gets off the ground. Aim for his back. When you land, go for the ducking Medium Kick and follow it up with a dose of Yoga Fire or Yoga Flame.



■ HARD PUNCH COMBO

LEVEL ★

Begin this simple combination with a jumping Hard Punch to carry you close to your opponent. You want to leave a short distance between you so that when you use the Hard Punch again, you'll actually be throwing a Head Butt! If you're at the optimum distance, you'll get two Head Butts!



THROWING MOVES

The three throwing techniques shown below are all quite simple, you just have to recognize the best time to move in close. With Dhalsim, you must go under your opponent's attack. Use sliding and other attacks to do it.



Dhalsim can use a sliding Medium Kick to get close to his opponent.



When he's close, Dhalsim uses the Hard Punch to activate the throw.



In this sequence, Dhalsim's Medium Punch is blocked. But that isn't the end of it.



After the blocked punch, you can inflict some real damage by throwing your opponent.



In this case, Segal has defensively blocked the worst effects of Dhalsim's Yoga Flame.



Now that Dhalsim is so close, however, he can throw Segal and score major damage.





RYU

LONELY WARRIOR

Many people believe that Ryu is the best all-around fighter. He is quick and has many moves. His Hadoken, or Fireballs, are now faster in the Turbo version. He can recover quickly from hits and specializes in super fast punches and kicks. Using ancient oriental arts, he calls forth the Dragon Punch and Hurricane Kick. Now Ryu can also use the Hurricane Kick in the air.

ABILITIES

MOVE SPEED				3
JUMP SPEED				3
JUMP POWER				3
ATTACK				3
DEFENSE				3

OUTSIDE THE DOJO



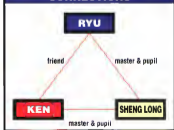
CHARACTER PROFILE

Ryu, the black belt from Japan, has given up all earthly delights in his pursuit of pure fighting excellence. Trained by his stepfather, for many years he has studied with Ken, his only friend. His single-minded dedication resulted in his championship win over Sagat, but now all that is up for grabs. Although he is one of the smallest fighters, he is also one of the toughest.

PERSONAL DATA

DATE OF BIRTH	7/21/64
HEIGHT	5 ft. 10 in.
WEIGHT	150 lbs.
MEASUREMENTS	8 44 in. /W 31 in. /H 33 in.
BLOOD TYPE	O
LIKES	Marital Arts
DISLIKES	Spiders

CONNECTIONS



BASIC MOVES

PUNCH		STANDING	STANDING CLOSE	CROUCHING	JUMPING UP	JUMPING FORWARD
LIGHT	MEDIUM	HARD				
KICK		STANDING	STANDING CLOSE	CROUCHING	JUMPING UP	JUMPING FORWARD
LIGHT	MEDIUM	HARD				

OTHER ATTACKS

Ryu's karate moves include throws as well as punches and kicks. To toss your opponent you must be close to him. The type of toss depends on which Punch or Kick Button you use. The Rolling Toss is accomplished by getting close and using the Hard or Medium Kick. The Shoulder Toss uses the Hard and Medium Punch Buttons.



Get close to your foe and use a Hard or Medium Punch.



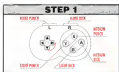
Move in as close as possible and throw a Hard or Medium Kick.



SPECIAL ATTACKS

FIREBALL

Ryu's Fireball is activated by a continuous Controller Pad motion beginning with Down, Down/Right, and Right. While holding Right, push a Punch Button to send a blue ball of flame hurtling across the screen. The entire sequence must be performed smoothly. Fireballs can also be used to stop an opponent's shots. You can use the Fireball at any range without losing any power, which is one reason that Ryu is so fond of the move. If you're fighting against Ryu, you'll notice how he tends to camp out in the corner and throw Fireballs. You can use the same strategy.



DRAGON PUNCH

This may be one of the toughest special moves in the game to use consistently. Start your Dragon Punch by pushing Right on the Control Pad, then Down and Down/Right. When you're pushing Down/Right, hit any Punch Button to activate the Dragon Punch. You'll throw an awesome uppercut that carries you into the air in a spinning move. The entire sequence of moves must be done precisely, smoothly and quickly. Before throwing a Dragon Punch, make sure you are either close to your opponent or beneath him.



HURRICANE KICKS

In Street Fighter III Turbo, Ryu can perform his fabulous spinning Hurricane Kick at two levels, either slightly above the ground or high above the ground. To perform the standard or lower Hurricane Kick, begin by pushing Down, Down/Left, and Left using the Control Pad. As you push Left, push any Kick Button to launch the attack. The flying version of the Hurricane Kick begins when you jump, then follow the sequence above. The motion must be smooth and quick. The Air Hurricane Kick won't carry you far, but the regular Hurricane Kick carries you almost halfway across the screen.



BASIC TACTICS

FIREBALL RESPONSE

Enemies respond in three ways to Ryu's Fireball attacks. One, they may defend against it and take a slight amount of damage. Two, they may block it using a special shot of their own. Or, three, they may attack. In the first two cases, keep throwing Fireballs. Eventually they may get through. In the third case, duck down and use a Hard Kick when the opponent is close.



HARD KICK AND FIRE

Combination attacks are the best way a Street Fighter can humble his or her opponent. Ryu's Hard Kick/Fireball Combination is very effective. Begin the combo by using a Hard Kick in the ducking position when your opponent is at the distance shown below. Do this either when he's getting up off the ground or when he's approaching. Once you've hit him with the kick, throw a Fireball before he has a chance to recover or jump out of the way.



BONUS STAGE STRATEGIES

BONUS STAGE 1

The Dragon Punch is the most devastating attack, both from the left and right side, that is if you have mastered it. Otherwise, use your Hard Kick to dismantle the car.



Use your Dragon Punch on both sides of the car to reduce it to scrap. You can also use the Hard Kick, but it will take most of your time.

BONUS STAGE 2

Ryu should use his Dragon Punch or Hard Kick to level the brick wall. Use the second protruding brick as your platform for attacking the top half, then move to the right side.



The Dragon Punch will crumble the wall quickly, but you can also use Hard Kicks to do the job.

BONUS STAGE 3

Stand in the middle of the floor and use your high Hard Kick to shatter the barrels as they tumble down.



RECOMMENDED CONFIGURATION

MEDIUM PUNCH

MEDIUM KICK

LIGHT PUNCH

HARD KICK

LIGHT KICK

HARD PUNCH



In order to set up the Dragon Punch it's best to have the Light Punch on the Y Button with the Hard Kick on the A Button.



RYU

VS. GUILLE

■ DRAGON FIST FIGHT

When Guile throws his jabbing punches, block them in your defensive position. Guile will respond with an uppercut. That's the moment to use your Dragon Punch. Being this close, you'll be in perfect position with Guile standing above you.



Duck back to block Guile's fast jab, then after he throws an uppercut, Ryu should launch into his powerful Dragon Punch.

■ SONIC BLASTER

Guile's Sonic Boom is as frustrating for opponents as Ryu's Fireballs. When Ryu faces this attack, he can do two things. First, he can simply stop the Sonic Booms by blocking them with his Fireball shots. To do this simply requires good timing, but

you won't damage Guile. A riskier but more profitable approach is to use Ryu's Dragon Punch. When you are throwing the Dragon Punch when the Sonic Boom reaches you, it will pass through harmlessly. You can also close in on Guile using this defense.



■ LIGHT KICK SETUP

When you're close to your opponent, you can set him up for a Dragon Punch by using multiple Light Kicks. Guile will respond by jumping up to avoid the kicks. That's the time to throw your Dragon Punch. Since

Ryu's Hard Kick has a terrific vertical reach, you can also use it for great results.



VS. KEN

■ FIREBALLS

Since Ken and Ryu have studied together, Ken reacts with great speed to most of Ryu's moves, including his Fireballs. To catch Ken off guard with a Fireball attack, you should time your shots to strike just as Ken is picking himself off the ground after being hit. Since Ken will be out of position to block the shots or to counter them with his own Fireball, you should score some damage.



■ LIGHT PUNCH SETUP

Even though Ryu is at a distance, use the Light Punch. Sometimes this causes Ken to throw a useless Dragon Punch. As Ken is about to land, Ryu can throw an effective Dragon Punch to knock him down.



One of the quirks of the game is that Ken reacts to Ryu's Light Punches by doing a Dragon Kick. Hit him with your own Dragon Punch as he comes down.

■ THROUGH THE FIRE

Just as with Guile's Sonic Boom, you can evade Ken's Fireballs by doing a well-timed Dragon Punch. The Fireball shot will pass harmlessly through Ryu.



VS. CHUN LI

FIREBALL JUMPING

When Chun Li huris her Fireball shots at you, jump over them towards her and use your Hard Kick while still in the air. Chun Li will be vulnerable for a short moment after she releases the Shot, so you should be able to hit her. As soon as you land, use a low Hard Kick.



THE TRAP

One of the most effective methods for attacking Chun Li is to use Ryu's Fireballs repeatedly to drive her back into the corner. She may attempt to defend against these shots, or even

to block them with her own shots, but if you fire steadily, she'll take damage. If she tries to escape by jumping or trying one of her special kicks, use the Dragon Punch.



NORMAL MODE

In the Normal Tournament Mode, Chun Li will spend most of her energy jumping toward you to attack. This makes for a perfect Dragon Punch setup. Each time she jumps, you throw a Dragon Punch. She'll get knocked back, then jump at you again.



VS. ZANGIEF

FIREBALL FURY

Use Fireballs to keep Zangief at bay and also to damage him. Chances are that he won't be able to pick up all your shots with his defensive spinning moves. Eventually he'll try to jump toward you. Counter by ducking and giving him a Hard Kick as Zangief lands.



JUMPING HARD KICK

Zangief likes to trap people against the edge of the screen because this gives him a chance to close in and grapple with them. Don't let him get too close. When he's just in range, use the jumping Hard Kick to push him back. If he uses his jumping Hard Kick, counter it with a low Hard Kick when he lands.



NORMAL MODE

In the Normal Tournament Mode, Ryu should take to the air when facing Zangief. Jump toward the big guy and use any punching or kicking attack. Zangief will respond either by backing up or taking the hit and the damage. Just be aggressive and keep up the pressure. Use your Hard Kick for best results.



VS. DHALSIM

■ ZAP THE TELEPORT

You can set up the gun by throwing a Fireball at him. In response, Dhalsim will often use his Yoga Teleport to vanish and move. When he reappears, he'll be vulnerable for a moment to a powerful attack like Ryu's Dragon Punch. If he doesn't Teleport, try to trap him in the corner and repeatedly use Hard Kicks.



■ HURRICANES AND DRAGONS

Don't forget about the Hurricane Kick. Any time you're half a screen away or less, you're in striking range with this powerful move. Use it against Dhalsim and it will trigger his

sliding kick. In your defensive stance, block the sliding kick, then immediately throw your Dragon Punch to send him flying.



NORMAL MODE

In the Normal Tournament Mode, Dhalsim predictably stays near one edge of the screen and jumps continuously. For Ryu, this makes for an inviting target. Just keep your distance and hurl Fireballs, timing them so they hit Dhalsim as he comes back down.



VS. RYU

■ SAFETY IN THE FIREBALL

When you come face-to-face with yourself, you know the fireworks are about to begin. If the enemy Ryu opens up with Fireballs, return fire to block the shots. If you're close to him, use the Hurricane Kick. Even if the opposing Ryu has used a Fireball, the Hurricane Kick will carry you safely through the fire and you'll inflict damage as well.



Ryu can use the Hurricane Kick or Air Hurricane Kick to avoid damage from his alter-ego in this face-to-face match.

■ MORE DRAGON PUNCHING

If you throw Ryu and he tumbles upside down, he'll launch a Fireball right when he gets up. Knowing this, you can respond by doing a Dragon Punch to pass through his Fireball and knock him back down.



■ FIRE JUMPING

Another strategy you can take when faced with Ryu's Fireball attack is to jump over the offending flame and strike back with a Hard Kick of your

own. Then, when you come back down to the ground, follow up your attack with a ducking Hard Kick to add even more damage to your toll.



VS. E. HONDA

FIREBALL FOLLY

If you use a lot of Fireballs, he'll eventually leap at you through the air. When he gets close, he'll be perfectly lined up to receive your Dragon Punch or high Hard Kick.



HARD KICKING

Some good advice against Honda and most other fighters is to use Ryu's powerful Hard Kick, especially while you're still mastering the Dragon Punch. The Hard Kick has great range and only requires one button, making it fast and simple.



Hit Honda first with a standing Hard Kick, then hit him in the air with a high Hard Kick. Finally, as Honda lands, use a ducking Hard Kick.

NORMAL MODE

Honda won't pounce on you in the Normal Tournament Mode if you assail him with Fireballs. As a result, assail him with Fireballs! Fry his face!



VS. BLANKA

FIREBALLS AND FUR

Blanka can't compete with Ryu when it comes to skill or speed, but give him some distance because he is dangerous. If you're firing Fireballs from across the screen, eventually the Brazilian beast will bound toward you. While he's in the air, begin your Dragon Punch or Hard Kick. Try to avoid getting too close in order to stay away from Blanka's Electricity Attack.



HIT HIM WHEN HE'S DOWN

After hitting Blanka and sending him to the ground, prepare to throw a Fireball. As he gets to his feet, hit him with the blue flame and he'll be out of position to jump away or defend against the shot. This is a good way to force Blanka into the corner. From there, you can trap him with Hard Kicks.



NORMAL MODE

Unlike the Turbo Mode, in the Normal Tournament you can get close to Blanka without taking damage. Use Ryu's ducking Medium Kick for long range attacks to force Blanka back, then use Fireballs. In Turbo, it's a risky move.



RYU

VS. BALROG

■ GET YOUR KICKS

While Balrog is at a distance, Ryu should blast him with Fireballs. The boxer won't stand for that very long. He'll jump toward you. Just as Balrog is about to land, duck down and use a Hard Kick to knock him out.



■ THE LATER ROUNDS

Balrog tries to mix things up in the second and third rounds but you can keep the winning edge by drawing him close and decking him with Medium and Hard Kicks. Use duck-

ing Medium Kicks when Balrog first comes within range. That will knock him back and sometimes he'll become dizzy. That's the time to rack him up using the ducking Hard Kick.



Balrog's tactics from the first round change in the second round. Draw him closer by ganching and when he's within range, use a Medium Kick.



If Balrog gets dizzy from your Medium Kicks, move in and give him a taste of your Hard Kick. Chances are you'll put him on the pavement.

■ HURRICANE WARNING

After being knocked down, Balrog will try to get back on his feet. While he's busy doing that, use the Hurricane Kick to hit him again. The Air Hurricane Kick is too high to be effective in this situation.



VS. VEGA

■ A MIDAIR COLLISION

While Vega prepares one of his aerial attacks from the corner, wait patiently in the opposite corner until he jumps toward you. Now use a jumping Hard Kick to meet him midair. When you land, hit him with a Medium Kick. When Vega flips backwards in his somersault, follow him and use a Shoulder or Rolling Throw.



Meet Vega as he soars with a Hard Kick followed by a Medium Kick when you land. Jump after Vega as he flips backwards and throw him.

■ THE CLAW DIVE

The Spaniard's famous Claw Dive Attack can be countered with good timing by Ryu. When Vega jumps off the fence, nail him with a Dragon Punch. You can also knock him off

with a jumping Hard Kick. If he's at a distance from you, as shown below, you can use the Hurricane Kick, but you must be within the range shown.



In the first instance, use the Dragon Punch to meet Vega when he is in the middle of his Claw Dive.

The second scenario has Ryu knocking Vega from his perch by using a jumping Hard Kick when the Spaniard is right above you.

In the final strategy, Ryu closes the distance between himself and Vega using a Hurricane Kick. Your distance is very important.

VS. SAGAT

■ AVIVID TIGER SHOTS

You can't block Sagat's Tiger Shots with your Fireballs, so to win the match you'll have to get close. Instead, jump over the shots toward Sagat. Hit him in the air with a Medium Kick, then, when you land, immediately throw a ducking Hard Kick. You'll send him flying.



■ TIGER TRAPS

When Sagat is close, don't use the Fireball attack. He'll easily jump over it and attack you. If you try dueling

with Fireballs and Tiger Shots, you'll lose. Sagat also has a counter to Ryu's Hurricane Kick. The Tiger Uppercut will put you down. Sagat is one of the best enemies with which to fight Ryu.



■ THROW YOUR WEIGHT

When Sagat is trying to get up, jump over him and use any kick. You may dupe him into throwing a Tiger Uppercut away from you. If so, throw him from behind.



RYU

VS. M. BISON

■ HEAD STOMPING

If M. Bison tries to flatten you with his horrific Head Stomp and you don't try to block it, he'll keep repeating the move and you'll soon be out of action. If you do block it, Ryu can usually get in a strong attack move as soon as Bison lands. Immediately use anything from a Dragon Punch to a Hard Punch to knock some sense into Bison.



■ FIRE AND DRAGONS

A good set up move to use on Bison is a Fireball attack. He'll respond by jumping toward you with a Scissor Kick or one of his other special moves. In fact, he'll be jumping into the jaws of the dragon. When he's close, use your Dragon Punch to bring him down to earth.



■ YOUR HEAD IN A VICE

If you've failed to avoid or block Bison's Head Press move, you're going to take serious damage. You also know that he's going to do it again. When he jumps up to attack, quickly hit him with your Hard Kick to discourage him.



COMBINATION ATTACKS

HARD DRAGON PUNCHES

LEVEL ★★

When you're close to your opponent, but not so close that you'll throw her, set her up for your Dragon Punch with a Hard Punch. While she's still recovering from the first move, the Dragon Punch will hit her.



DRAGON PUNCH FLURRY

LEVEL ★★★

Sometimes a flurry of punches can blow away the competition. In this attack, begin with a jumping Hard Punch that is delivered just before

Ryu lands. Then immediately use a Medium Punch followed quickly by a Dragon Punch. Timing of the final Dragon Punch must be super fast.



HARD PUNCH AND HURRICANE KICKS

LEVEL ★★★★★

This combination begins with a jumping Hard Punch with Ryu delivering the blow just before he lands. As soon as you land, duck down and use a Medium Kick. Then throw a Hurricane

Kick to finish the combination. As in most combinations, quickness counts, but you must also place yourself close to your opponent in this combo.



HARD KICK/PUNCH

LEVEL ★★★★★

Set up this combination by jumping over your opponent. Before landing on the opposite side, use a Hard Kick. Then, after landing, use a Hard Punch from close range. While your opponent is still recovering, you'll be able to finish him off with your final touch—a Dragon Punch that will send him sprawling.



FAST-FIST COMBO

LEVEL ★★★★★

Here's a great combination for nimble-fingered masters. Jump over your opponent and use a Hard Kick before you land. Immediately throw two

ducking Medium Punches. Then, just as quickly, blast your opponent with a Fireball from point blank range.



JUMPING TO SAFETY

Ryu often avoids damage by using a jumping move. When enemies throw Fireballs or other shots at him, he can rise above the danger by using a Hurricane Kick or Air Hurricane Kick. The Dragon Punch is an even better option since you become invincible.



Ryu can whiff himself into a Hurricane Kick or Air Hurricane Kick to avoid being hit by Ken's fireball or other shot attacks.



The safest move to avoid damage is for Ryu to use a Dragon Punch. The shot attack will pass harmlessly through you.

E. HONDA





E. HONDA

SUMO CHAMPION

The "E" stands for Edmond, an unusual name for a sumo grand champion. But then, E. Honda isn't your average sumo wrestler. He's out to prove that the art of sumo teaches more than just wrestling moves—it's a way of life that requires tremendous discipline and dedication. Hard work has paid off for Honda. He has developed quickness and agility uncommon in someone of his considerable bulk.



ABILITIES

MOVE SPEED	=====	2
JUMP SPEED	=====	2
JUMP POWER	=====	2
ATTACK	=====	5
DEFENSE	=====	3

IN THE JAPANESE BATH HOUSE



CHARACTER PROFILE

Honda should receive the award for most improved. Since his appearance in the last Street Fighter game, his agility has increased dramatically. He's much better at moving around the ring now, and he also has a surprisingly speedy new move, the Sumo Smash. It's an earth-shaking high jump that teams brute force with finesse—it's guaranteed to do some damage.

PERSONAL DATA

DATE OF BIRTH	11 / 3 / 69
HEIGHT	6 ft. 2 in.
WEIGHT	384 lbs.
MEASUREMENTS	B 63 in. / W 71 in. / H 63 in.
BLOOD TYPE	A
LIKES	Bathing
DISLIKES	Indecisiveness

CONNECTIONS

E. HONDA

master

DISCIPLE

BASIC MOVES

TURBO



E. HONDA

OTHER ATTACKS

Honda has a variety of slick moves he can make when he's standing very close to his opponent. In close quarters, you can throw, punch or kick after you press and hold Right or Left (depending on where your opponent is) on the Control Pad.



Stand next to your opponent, hold Right on the Control Pad, then press Medium Punch to throw him down on the mat.



Get a death grip on your opponent. Press and hold Right, then press the Hard Punch Button to lend a super smash.



Press and hold Right on the Control Pad, then press the Medium Kick Button to deliver a pair of punishing kicks.



SPECIAL ATTACKS

HUNDRED HAND SLAP

Over his many years of highly disciplined training, Honda has developed a unique move that he calls the Hundred Hand Slap. His hand is a blur as he delivers a series of quick punches that will leave his opponent positively slap-happy. To perform the move, press any of the Punch Buttons repeatedly. He delivers faster punches when you press the Hard Punch Button, but you have to tap it more quickly to get it to work, so sometimes you'll be better off using the Medium Punch. Unlike in earlier Street Fighter games, he can now move as he delivers his dramatic slaps.



SUMO HEAD BUTT

A surprisingly swift move for someone so huge, the Sumo Head Butt sends Honda sailing across the screen in a screaming streak, similar to M. Bison's Psycho Crusher. To perform the impressive move, press and hold Left on the Control Pad for a couple of seconds. Next, press Fight and any of the Punch Buttons. He'll give a great grunt and shoot his big body head-first into his opponent. It's an energy-drainer for sure, as you'll probably catch your foe by surprise. Now that's really using your head.



SUPER SUMO PRESS

Honda's newest move is definitely an attention-getter that shows that this sumo master is not to be taken lightly. It's sumo smash, in which he uses his massive body to smash his opponent. Who would have thought that a guy that big could jump so high so fast? To make the move, press and hold Down on the Control Pad for a couple of seconds, then simultaneously press Up and any Kick Button. He'll fly high into the air, striking his adversary at least once on the way. It's an amazing move for a fighter who weighs in at over 300 pounds.



BASIC TACTICS

■ MASTER THE STRONG PUNCH

Honda has a Hard Punch that has a surprisingly long range. When an opponent makes an approaching leap, let him have it on the way down. You don't even have to be very close to land the punch, which is a very damaging blow. Honda isn't very fast afoot, so use this as a defensive move with speedier opponents.



■ ONE HUNDRED HANDS DOWN

Some opponents simply cower when Honda unleashes his Hundred Hand Slap attack. It is, after all, a frightening display of hand-to-head combat. The beauty of this offensive move is that, defend though he might, your opponent will still sustain damage. When he crouches in his corner, don't back off. Approach quickly and slap away his energy.



The Hundred Hand Slap punishes even defending opponents.

BONUS STAGE STRATEGIES

■ BONUS STAGE 1

Bonus Stage 1 calls for custom auto-body work, Honda style. Use High Hard Kicks on the car's passenger side first, then cross to the other side and switch to the Hundred Hand Slap to finish it off.



Honda adds his own touches to this car's finish. Start with High Hard Kicks, then polish it off with the Hundred Hand Slap.

■ BONUS STAGE 2

A pile of bricks is no match for the sumo master. Begin by bashing the lower left side of the stack with Low Hard Kicks, then step onto the pile and apply Hard Punches to those on top.



Mr. Sumo feels no pain. Land Low Hard Kicks on the lower left, then stand on the bricks to reach the top of the stack with Hard Punches.

■ BONUS STAGE 3

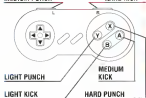
In the final Bonus Stage, Honda must break the barrels that roll down from above. It takes Hard Kicks to crack the barrels.



RECOMMENDED CONFIGURATION

MEDIUM PUNCH

HARD KICK



Honda relies heavily on his Hard Punch, so assign it to a convenient button. The Hundred Hand Slap is easiest to perform using the Light Punch, so it deserves a central button, too.



VS. GUILLE

COUNTER THE UPPERCUT

Guile frequently throws a combination of two Light Punches followed by an Uppercut. Be patient. Block the two Light Punches, then, as he goes for the Uppercut, counter with a Head Butt.



STOP THE SHOW

As Guile approaches, press and hold Right on the Control Pad and do a Medium Kick. This will make him think twice about coming any closer. He'll stop and try a Low Hard Kick.



While he's kicking, hold Left for a couple of seconds, then press Right and any Punch Button to perform the flying Sumo Head Butt. It's a show-stopper for sure.



TOSS TECHNIQUES

As Guile recovers from a fall, press and hold Right on the Control Pad then do a Medium Kick, which Guile will block. Immediately press the Medium Punch Button to grab and throw him. That'll teach him to try to block one of the master's punches.



Honda can take control by grabbing Guile and throwing him down. While Guile blocks, hold Right, do a Medium Kick, then press Medium Punch.

VS. KEN

STOP THE HURRICANE

Ken flies high when he does his Hurricane Kick, and it's one of his most damaging moves. Sit back and defend as he begins the move, make his landing a rough one by nailing him with a Low Medium Kick. Follow it quickly with a Hard Punch to compound the damage.



USE YOUR HEAD

Computer Ken is aggressive with larger, slower opponents. He often jumps in to attack, so plan to counter with a specialty of your own. Use the Sumo Head Butt paired with the Light Punch to stop Ken. Honda can't match Ken's speed, so set the move up while Ken is still in the air.



SLAP HIM AROUND

When Ken's stamina begins to run low, he likes to rely on his deadly Dragon Punch. To do the punch, he has to jump, so press Right on the

Control Pad and do a Medium Kick to catch him just before he lands. Then start tapping the Medium Punch to slap him silly.



VS. CHUN LI

WATCH FOR THE FIREBALLS

Chun Li frequently uses Fireballs. She usually throws them in pairs, so block the first, then jump over the next. Hit her with a Hard Kick as you come down, then use Light Punch to do the Hundred Hand Slap.



JUMP AND THROW

Chun Li will usually try to land a Hard Kick after being decked. As she tries to recover from a fall, quickly jump over her. She'll kick, but in the direction where you were, not where you are. Now you can use a Medium Punch to throw her. Repeat the steps as she gets back up from this fall.



NORMAL MODE

Because she doesn't have her favorite move, the Fireball, in the Normal Mode, Chun Li relies on kicking and jumping. Block her Low Kicks, which are capable of toppling you, and use the flying Sumo Head Butt to collide with her as she lands from a jump. She'll bear the brunt of the damage.



VS. ZANGIEF

FLY ON OVER

Zangief is a slow-mover, like you, and he's less adept at jumping. He is a strong defender but is weak against your flying Sumo Head Butt, so use it often. On your first, press and hold Down/Left while you're still in the air, then keep repeating the Sumo Head Butt with Hard Punch to really fly.



USE A HUNDRED HANDS

Do a series of Hundred Hand Slaps with the Hard Punch to back Zangief into his corner. There, you can keep him cornered by keeping the Hundred Hand Slap going with the Light or Medium Punch Button.



NORMAL MODE

Hold Up/Left on the Control Pad and keep jumping up and down in your corner. Zangief will approach as long as you're jumping. As he walks into you, keep nailing him with Hard Kicks. He's known for his brawn, not his brains, so he'll keep walking into your kicks.



Stay in your corner and jump up and down to provoke Zangief.



Land a Hard Kick when ever he's within your kicking range.



VS. DHALSIM

LONG RANGE ATTACK

Stay a safe distance from this fire-breather. He jumps often, so stay in your corner and set up for a flying Sumo Head Butt that will catch him as he lands, before he can mount a counterattack. Use Hard Punch for maximum sail power.



WATCH FOR THE TELEPORT

DhalSIM's new move is the Yoga Teleport. When he disappears, you can't tell where he'll reappear, so use a leg sweep that covers a lot of territory. When it's time for him to show up, do a Low Hard Kick. If he's anywhere near you, the kick will get him.



When he first reappears, he's immobile for a moment. He's vulnerable at that point.

Immediately do a Low Hard Kick. He won't be able to elude the attack and will suffer.

THE DREADED DRILL

When you get close to DhalSIM, he's likely to do his Drill Attack—that's when he uses his body as the drill bit. Press Left to block, and when he touches you, do a Medium Punch to throw him.



VS. RYU

FLYING FIRE

Ryu uses the Hadoken, often in pairs. Press Down/Left to block the first one then Up/Right to jump the second. Before you land, catch him with a Hard Kick. While he's reeling from that, use Light Punch to do the Hundred Hand Slap.



SUPER SUMO PRESS

Another way to counter the Hadoken is to use the Sumo Smash. Press Down/Left to block the first fireball. When the second fireball gets close,

do the Sumo Smash with the Light Kick to fly through it unharmed (you'll be invincible while performing the move).



ATTACK THE DRAGON PUNCH

When time's running low or Ryu is running out of energy, he often falls back on one of his favorite moves, the Dragon Punch. Press Down/Left to defend against it, then use Light or Medium Punches to slap him around as he lands. The Hundred Hand Slap will end the round.



VS. E. HONDA

HEAD TO HEAD

E. Honda seems to favor the flying Sumo Head Butt—and you know first hand how devastating it can be. You can ground him by using a Weak Sumo Head Butt just as he reaches you. The timing is difficult, but you can also counter his other big move, the Sumo Smash. When he's on his downward arc, take the offensive by pulling off a Low flying Sumo Head Butt. It'll stop him in flight.



DRAW HIM IN

Back off when your evil alter ego comes at you. Stop and do a Low Hard Kick. To evade the kick, he'll

jump. Keep crouching and kicking to make him back off. Use the time you buy to mount an offensive attack



FAKE HIM OUT

Hold Down/Left until your opponent comes in close. Do a Hard Kick before he's close enough to hit. Even though he's out of range, he'll jump

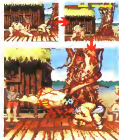
to avoid the kick. While he's in the air, do a flying Sumo Head Butt with Hard Punch to fly into him as he lands. It'll hurt him more than you.



VS. BLANKA

BLANKA BLOCKS

Let Blanka approach you, then hold Down/Left and press Hard Kick. Like Honda, he'll jump to avoid it. Use the flying Sumo Head Butt to hit him before he lands. The timing is critical—unlike Honda, he'll block it if you wait too long.



SUMO STRATEGY

When Blanka does the Vertical Roll or jumps at you, counter with a Light Sumo Head Butt. Perform the move

just as he comes in contact with you to dole out the damage.



NORMAL MODE

Blanka can't do his Vertical Roll in the Normal Mode—luckily for you. He does do a regular roll, though. When he starts to roll at you from across the screen, prepare to perform a Hard Head Butt. Do it just as he touches you.



VS. BALROG

SLUG FEST

Balrog moves around better than he did in previous versions, and his power is in his fists. When he attacks with punches, duck under his fist and throw a Low Medium Punch. When he jumps, stop him with a High Hard Punch.



GO FOR HIS LEGS

Balrog may be moving around with more agility than before, but the guy can't kick. He's a former boxing champion who was barred from the ring, and he thinks punching is the

only way to fight. His reach is impressive. If you knock him down, do a Low Kick as soon as he gets up to deck him again. His legs are his weakest area.

USE ALL HUNDRED HANDS

Another good move to use when he's trying to recover is the Hundred Hand Slap. Even if he blocks it, you can eventually knock him down.



VS. VEGA

THE CLAW DIVE

Vega uses his metal claw to cling to the fence, and he executes some of his fancier moves from there. When he uses his Claw Dive or somersaults from the fence, hold Down/Left to block, then do a Light Head Butt to stop him. When he jumps at you, evade the attack, then jump and connect with a Hard Kick.

SKIP THE FLIP

Usually, if you jump when Vega is trying to recover from a fall, he'll jump, too, and then he'll try to use his famous back flip. As he descends from the back flip, use your Light Punch on him. Instead of punching, you'll throw him.



SUMO SAIL

Vega has lots of moves, and he loves to jump to the fence. Wait patiently for him to jump at you in a large arc. When he does, use your

flying Sumo Head Butt with the Hard Punch so you can sail all the way across the screen. Time it so you catch Vega on his downward arc.



Wait in the ready position until Vega jumps up and over at you.

Counterattack with the flying Sumo Head Butt peried with your Hard Punch.

If you time it so that you crash into Vega as he comes down, he'll suffer most of the damage.

VS. SAGAT

THE TIGER SHOT

If you crouch, Sagat's High Tiger Shot will sail overhead. He is vulnerable for a moment after throwing one, though, so that's the time to attack. Let one Tiger Shot go by, then mount the Sumo Smash attack. You'll fly through the fire unharmed and nail Sagat.



KICK ATTACK

Sagat is particularly weak as he tries to get up after being knocked down. Don't let him fully recover. While he's still a bit dazed, use a Medium or Hard Kick to knock him back down.



FLY THROUGH FIRE

You can duck Sagat's High Tiger Shots but not his low ones. When he throws a low one, react by using a flying Sumo Head Butt with a Hard Punch to fly through it unharmed.



THE THROW

You can also throw Sagat as he is recovering from a fall. Hold Right and do a Medium Kick. He'll try to block the kick. As he does, use a Medium Punch to throw him.



Sagat is slow to recover. When he blocks your first kick, use a Medium Punch to throw him.

VS. M. BISON

JUMP AND PUNCH

Use a Low Hard Punch, which Bison will block. When he stands after blocking, he's likely to jump and do a Sessor Kick. Press Left to block the

kick, then jump and deliver a Hard Punch while airborne. Land in the center of the screen and do a Hard Sumo Head Butt.



Make Bison block by ducking and landing a Hard Punch.

After he blocks, he'll jump. Now it's your turn to block.

Jump and land a Hard Punch to his head while in the air.

THE LIGHT HEAD BUTT

Crouch on the left. When Bison approaches, throw a Hard Punch but don't land it. He'll use his Psycho Crusher. Counter with a Light Sumo Head Butt. You won't be damaged but Bison will. With the Light Head Butt, you have a moment of invincibility that you don't have with either the Medium or Hard Punch.



Counter the Psycho Crusher with the Light Head Butt, which makes you invincible for a moment.

HUSH THE CRUSH

When time runs low or Bison's energy is nearing depletion, he does two Psycho Crushers in a row. Stand back for the first one, which will land short. Before he comes down from the second Crusher, hit him with the Light Sumo Head Butt.



When the end is near, Bison rigs off two quick Psycho Crushers. Stand back and block the first one but stop the second with a Light Sumo Head Butt.



COMBINATION ATTACKS

KICK ATTACK

LEVEL ★

As you jump in from the left to attack, land one Hard Kick while still in the air. As soon as you hit the ground, press Hard Kick again. You'll actually deliver two kicks with the second command.



KICK-PUNCH COMBO

LEVEL ★

As we mentioned earlier, Honda isn't as quick as many of the other characters, so he has to use his head and brute strength to make up for his lack of agility. That's especially important when he's fighting someone who's as fast as Vega. When Honda

is fighting in close quarters, he can actually strike twice with one Medium Kick. He must stand very close to his opponent and hold Right while he delivers the kick. Follow that move up by ducking and using the Hard Punch. It's a solid combination.



SUMO BODY SLAM

LEVEL ★★★

If you stand right next to your opponent and do the Sumo Smash, you'll do a body slam and land on the other side of him. Use the move in a combination such as this. Stand next to Balrog, body slam him, then land a

Medium Kick before you come down. As soon as you land hold Left and use a Medium Kick, which will strike twice. Follow those moves by ducking to deliver a Hard Punch—it may be the knock-out punch.



DOUBLE KICK-THROW

LEVEL ★★

Press and hold Right on the Control Pad for the duration of this combination. When you're touching Sagat, use the Medium Kick to connect twice, then press the Medium Punch, which will throw him. One, two, three and out. It's a very handy combo to use with slow movers like Sagat, but it's a little bit risky to try it with Karate experts like Ken or Ryu.



SPECIAL TECHNIQUES

Honda's Light Sumo Head Butt can be a life saver because it makes him temporarily invincible. When he's unable to evade an attack by ducking or jumping, he can use the move to avoid damage. For example, Honda can't dodge Ryu's Hadoken, but he can do the Light Sumo Head Butt when it's about to hit him so he won't get hurt.



BLANKA





BLANKA

KING OF THE JUNGLE

Rumor has it that as a young human boy, Blanka was lost in the jungle and raised by the beasts that found him. Some describe him as being half man, half beast, but you have to look pretty hard to see any resemblance to man, especially when he's enraged. Be careful about agitating him—the animals have taught him some interesting and lethal forms of defense.

ABILITIES

MOVE SPEED					2
JUMP SPEED					4
JUMP POWER					4
ATTACK					4
DEFENSE					4

IN BLANKA'S VILLAGE



CHARACTER PROFILE

Blanka, the man-beast, uses claws, teeth and lots in his battles with the other street fighters, but his most shocking move involves electricity. His newest move is the Vertical Roll, which he executes with surprising speed. He may be only part human, but he's a serious contender on the Street Fighter circuit. When you master his special moves, you'll control a powerhouse.

PERSONAL DATA

DATE OF BIRTH	2 / 12 / 66
HEIGHT	6 ft. 5 in.
WEIGHT	210 lbs.
MEASUREMENTS	B 78 in. / W 47 in. / H 68 in.
BLOOD TYPE	B
LIKES	His Mother
DISLIKES	Army Ants

CONNECTIONS



BASIC MOVES



OTHER ATTACKS

Stand close to your opponent, hold Right and press Hard Punch repeatedly to bite him. The faster you tap the Punch Button, the faster Blanka will bite. You'll break automatically after a short time.



Hold Right and do a Hard Punch quickly to bite your opponent.



To do a Head Butt, hold Right and press the Medium Punch Button.



SPECIAL ATTACKS

■ VERTICAL ROLLING ATTACK

Blanka's awesome new move is his Vertical Roll that sends him spinning high into the air. To perform the stunt, hold Down on the Control Pad for a couple of seconds, then press Up and any Kick Button at the same time. The speed, height and distance that the spin comes is determined by the strength of the kick you use: the Stronger the kick, the higher, faster and farther it goes. As he spins up or down, Blanka bashes into his opponent, inflicting certain damage. It's a very quick move that is especially effective against such speedy enemies as Ryu and Ken, who are adept at avoiding slower fighters.



■ ROLLING ATTACK

Another dizzying move in Blanka's repertoire is the Rolling Attack. It's a surprising and effective attack that is bound to catch opponents off guard. With this move, Blanka can jump from a standstill and spin horizontally across the screen. To do it, press the Control Pad in the direction opposite the way you want to spin and hold it there for a couple of seconds. Release and press it in the direction you want to spin at the same time you press any one of the Punch Buttons. The stronger the punch you use, the farther and faster you'll spin. With the Hard Punch, you can cover the entire width of the screen.



■ ELECTRICITY ATTACK

The light heats up when Blanka uses his other specialty move, his Electric Attack. When he performs this attention getter, he crouches and emits electrical energy that sears any encroaching opponent. To fire up, tap any of the Punch Buttons repeatedly. The power of the charge is determined by the strength of the punch, but you must tap the Hard Punch much more quickly than the others to make it work. Using the Light Punch Button is easiest and still plenty effective. He can't move when he does it, but it's a good defensive play.



BASIC TACTICS

TURN ON THE POWER

After you knock your opponent down, stand next to him and start tapping a Punch Button to turn on the power before he has a chance to get up. You'll probably try him before he can defend himself, but even if he does block, he'll sustain some damage.



HOLD DOWN / LEFT

Usually, you hold Down to set up for the Vertical Roll and Left to prepare for the Rolling Attack, but if you hold Down/Left, you'll be ready to do either one. Wait for your opponent to mount an attack, holding Down/Left as you watch and wait. If it's an attack from the side, press Right and Punch to spin horizontally. If the at-



As you hold Down/Left, Brass attacks from the right. Before he strikes, press Right and a Medium Punch to both block and counterattack.

tack comes from above, press Up and Hard Punch to spin upward.



Chumli can really fly. Her jump will carry her way up over your head. Press Up and Hard Kick from the crouch to spin up to hit her.

BONUS STAGE STRATEGIES

BONUS STAGE 1

Use Blanka's Hard Kicks to bash in the passenger side of the car. When that side is totaled, go to the front of the car and power up. The electric waves will make short work of the rest of the car.



Blanka's body and tender work is something to behold. Use Hard Kicks to destroy the passenger side first, then fry the front of the vehicle.

BONUS STAGE 2

Use Medium Kicks to crumble the left side of the stacked bricks. When that side cracks, step up and use the Electricity Attack on the top section. Finally, use kicks on the remaining bricks.



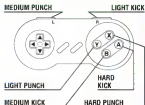
Blanka is built for bashing bricks. Use kicks on the lower left, then electricity the top of the stack. The remaining bricks will crumble under kicks.

BONUS STAGE 3

Blanka can kick the falling barrels in Bonus Stage 3, but it's safer to burn them. Press Light Punch repeatedly to turn on the flames.



RECOMMENDED CONFIGURATION



Blanka uses the Hard Punch often for his Rolling Attack, so move it to a more button. He also has a good Medium Kick that he frequently relies on, especially in the Bonus Stages.



VS. GUILLE

DODGE THE PUNCH

Guile is aggressive. When he approaches, he usually ducks and does either two Hard Kicks or two Light Punches, then he generally follows up with a Hard Punch. Block the first two punches or kicks, then counter the Hard Punch with either the Rolling Attack with Hard Punch or a Low Hard Kick. Your counterattack will effectively neutralize Guile's punch and deliver some damage, too.



DUCK AND ROLL

Press Down/Left to crouch while Guile starts to jump, then use the Rolling Attack to collide with him in midair. Using Hard Punch with the roll will result in the fastest spin. You'll ground Guile and get in your kicks at the same time.



THE SONIC BOOM

Guile tends to stay to the sides of the screen when fighting. Force him back as far as he can go, where he'll probably try to get off a Sonic Boom. When he does, step in, duck and use either a Hard Kick or Punch. If you time it precisely enough, he won't get the Sonic Boom off. While he's stunned from your attack, punish him with either a Rolling Attack or a Vertical Roll. Keep him pinned and repeat the same moves.



VS. KEN

STRONG PUNCH

You might be tempted to use the Rolling Attack when Ken jumps at you, but move to where he'll land and do a Hard Punch as he comes down instead. It's easier to time the punch, which is very damaging.



A SHOCKING EXPERIENCE

Ken's Dragon Punch is very strong. As he goes up, just crouch and block the move, then start pressing the Hard or Medium Punch Button to mount your Electricity Attack. Ken's in for a shock when he comes down.



ROLL ON OVER

If Ken jumps from a distance, you won't be quick enough to get to where he lands in time to punch him. Use the Rolling Attack to catch him as he comes down from a regular

jump, a Dragon Punch or even his Flying Hurricane Kick. You'll take some damage when you collide with his Hurricane Kick, but it'll hurt him more than it hurts you.



Hold Down/Left, then press Right and punch to roll into Ken as he comes down from his jump.

His Dragon Punch is huge, but you can effectively counter it with your Rolling Attack.

You may take some damage rolling into his Hurricane Kick, but he'll take more than you will.

VS. CHUN LI

■ JUMP THE FIREBALL

You can bet that computer Chun Li will throw her Fireballs in sets of two. Crouch and block the first, then leap over the second one. She is immo-

bile for a moment after throwing the Fireball, so catch her as you come down with either a Hard Punch or a Hard Kick.



■ PUT THE BITE ON

If you're able to get close to the fast-moving Chun Li, you'll have an excellent opportunity to use your Bite Attack. Grab her as soon as she lands. Hold Right and press Hard Punch to put the hold on her. She has a harder time breaking away from the Bite than most, so you can inflict significant damage.



VS. ZANGIEF

■ HANG BACK

Zangief is a bear of a man who lumbers around the fighting stage. As he closes in on you, crouch and use Hard Punches repeatedly. Don't get too close—you have a longer reach than he does, so stay back and land your punches while you're out of his range. You'll be untouched while battering the big bear of a man.



■ USE THE ROLLING ATTACK

The Rolling Attack is very effective against Zangief. Use it over and over. You might occasionally take some damage, but if you time it right, when he's coming down from a jump, for instance, he'll suffer more than you will.



NORMAL MODE

Zangief relies on brute strength, especially in the Normal Mode. You can stop him in his tracks by delivering well-timed, jumping Hard Kicks as soon as he comes within your range. Keep hammering away with the kicks—they're your most effective method of attack.



NORMAL MODE

Chun Li jumps often in the Normal Mode. The best way to wear her down is to use the Rolling Attack. Timing is crucial. Aim for her feet as she descends to get a solid hit.



VS. DHALSIM

■ ROCK 'N' ROLL

Long, lean Dhalsim is a hyper sort. He often stops in one spot and jumps up and down over and over. Stay back. Use your Rolling Attack teamed with a Hard Punch to catch him just as he lands.



■ FIRE FAKE

Dhalsim has serious fire breath that toasts any opponent who's slow to react. There is a weakness to the move, though: he can't move until the fire fades out at the other side of the screen. Jump over the fire and connect with either a Hard Kick or Punch on your way down.



Jump over the Yoga Fire and belt Dhalsim with a Hard Punch before you land, while he is still waiting for the Fireball to fade out.

■ JUMP AND PUNCH

Press Right and Up to jump at Dhalsim and deliver a Hard Punch as you land. Continue to jump and punch as Dhalsim does, attacking him in the air, too. He jumps often, so just keep punching away until his stamina runs out.



■ WARP WATCH

Dhalsim disappears and reappears at will. When he shows up, he'll be immobile for a moment. Duck and deliver a Hard Kick.



VS. RYU

■ JUMP THE HADOKEN

Like Ken, Ryu uses the Hadoken, and you can use the same technique with him that you used with Ken. Jump the Fireball and nail him with a

Hard Punch as you land next to him. A Strong Kick works, too, but it's easier to land the punch than it is to connect with a kick.



■ CANNONBALL

When Ryu jumps over to attack, you can nail him with a Rolling Attack if you time it precisely. The Vertical Roll works well, too, so press Down/Left as you set up the move so you'll be ready to do either one of them. You'll hurt him but come away unscathed yourself.



■ THREE HARD KICKS

The three kinds of Hard Kick are useful in different situations. As Ryu sets up for the Fireball, crouch and use a Hard Kick to stop him. When

he jumps, press Up and use a Hard Kick to hit him in the air. And as he comes down, use a Hard Kick to flip and hit him.



VS. E. HONDA

FAKE OUT

Here's a good combination to try when you've decked Honda. As he struggles to his feet, stand back and do a Light Punch. The punch won't land, but it will make Honda counter with a Hard Punch. He'll miss and you can attack him for real. Crouch and use a Hard Kick right after he punches. He'll fall again, and you can keep repeating the steps.



ROLL OUT

For such a big man, Honda can really get into the air. When he jumps toward you, press Down on the Control Pad to prepare for a Vertical Roll. Execute the roll when Honda is high in his jump. If you are close enough when you do the roll, you don't have to wait for him to start coming down—you'll hit him in the air.



JUMP ATTACKS

You can get Honda to come toward you by jumping in place. When he does, jump and smack him in the head with a Hard Kick. Keep repeating the jumps and Hard Kicks until you knock him down.



VS. BLANKA

BLOCK 'N' ROLL

Now here's a handsome twosome! Computer Blanka favors the Roll Attack, so be prepared to defend against it with this combo, which requires split-second timing: First, block the roll, then immediately do the roll yourself with the Hard Punch. Your roll will strike him just as he finishes his, before he's ready to defend. If your timing is right on the money, he'll take the hit, you'll get away without a scratch.



KICK ATTACKS

Try these kicks. Jump up and down until computer Blanka comes near. Before he's close enough to punch, jump and deliver a Hard Kick. Jump and use a Hard Kick when he comes close and does a Vertical Roll. Use the Hard Kick-Flip when he jumps in your direction.



NORMAL MODE

In the Normal Mode, Blanka is likely to jump toward you often. You can't use your Vertical Roll, but you can counter with a well-timed Roll Attack. When you do it right, you'll stop him cold.



VS. BALROG

■ CROUCH AND KICK

Balrog's lower body is his weakest area. Crouch and aim Hard Kicks for his legs. Even when he defends against your kicks he will sustain some damage, so just keep kicking until you deck him.



■ POWER UP

Balrog's not the brightest of the street fighters—he'll walk right into your electrical charge. Press Light or Medium Punches repeatedly to build up your Electricity Attack. Balrog will often either walk or jump right into

your electrical field and shock himself. He's vulnerable while stunned by the shock, so you can attack him then, too, before recharging your Electricity Attack.



VS. VEGA

■ CHARGE VEGA

One of computer Vega's favorite tricks is to jump down from the fence to attack. As he climbs the fence, press Weak or Medium Punch quickly to build up your charge. When Vega jumps this time, he's in for a shock because he'll land right in your powered-up field.



■ ROUGH LANDING

Another way to counter the clawed Spaniard's jump is to stand near the center and use either a Hard Kick or a Hard Punch as he comes down. Both moves finish high enough that you'll hit Vega while he's still in the air.



■ TAKE A BIG BITE

Take the bite out of Vega's back flip by using Blanka's special move. Knock Vega down, then jump in and stand very close to him before he gets up. Vega always goes for a

back flip when he's getting back up, but this time it won't work. When he starts to flip press Right and the Hard Punch Button. You'll grab hold and bite him repeatedly.



VS. SAGAT

■ THREE STRATEGIES

If Sagat does a Hard Kick, quickly duck and counter with a Hard Kick of your own. It will usually dock him. When he jumps, stop him with a

Hard Punch or Kick. If he crouches to punch, you must block. It's your only option, but it successfully deflects his blows.



■ BLOCK THE UPPERCUT

Sagat puts everything he has into his Tiger Uppercut. Block his punch and, when he finishes, immediately do either a Vertical Roll or a Rolling Attack. Either one will usually land him flat on his back.



Sagat's Tiger Uppercut packs a powerful punch, but you can—and should—block it.



When you counter with a Vertical Roll or Rolling Attack, you'll knock him off his feet.

■ DUCK THE T-SHOT

When Sagat throws a High Tiger Shot, it'll pass over your head. Because you don't have to duck, you can attack immediately while Sagat is still waiting for the Tiger Shot to reach the other side of the screen.



BLANKA

VS. M. BISON

■ FRY BISON

After you deck Bison, stand next to him and power-up. As soon as he gets up he will attempt to use his Psycho Crusher move. Before he can execute it, though, he'll touch your electrical field and fry.



■ CRASH THE CRUSHER

It is possible—but difficult—to stop Bison's Psycho Crusher. When he reaches the center of the screen, do a Light Kick. If you first touch him at the height of your kick, he'll crash.



■ THE HEAD STOMP

After Bison does his infamous Head Stomp, he'll try to land behind you. Block the stomp, jump backwards immediately and use either a Hard Punch or a Hard Kick. Bison will end up the loser in this close encounter.



If your timing is perfect, you can stop Bison in the middle of his Psycho Crusher. Hit him midflight with a Light Kick.



COMBINATION ATTACKS

DOUBLE DAMAGE

LEVEL ★

When your opponent's power is low, jump, punch, press Up/Left after landing and throw another punch. If the opponent's power is up, she'll attack before your second jump.



JUMP AND FRY

LEVEL ★

Jump forward and land either a Hard or a Medium Punch. After you touch down, start tapping a Punch Button—Light or Medium—to start your Electricity Attack and singe your opponent, who is still stunned from your punch.



Use a Medium Punch then power up and wait for your enemy to walk into your electrical field.



Here Blanka lands a Hard Punch. Try using auto turbo with the Light Punch to power-up.

KNOCK-OUT COMBO

LEVEL ★★

This is a powerful but difficult combo. Jump at your opponent and punch once before you land. As soon as you land, nail him with a Medium Punch then duck and deliver a Hard Punch. If you do it right, it's possible

to knock your opponent out with this combination, but it's hard because you must press the various buttons quickly, but not so fast that you start the Electricity Attack instead of throwing punches.



PUNCH ATTACK

LEVEL ★★★★★

Jump over your opponent, connecting with a Hard Punch on the way. As soon as you land, nail him with a Medium Punch. Jump back over and

repeat the same moves, then duck and finish with a Hard Punch. If you can carry off the whole sequence, it could win you the round.



Jump over your opponent, delivering a hard Punch as you pass overhead.

After the second Jump-Punch-Punch combination, finish by ducking and using a Hard Punch.

SPECIAL TECHNIQUE

Use Blanka's bite to knock your opponent down, then mount the Roll Attack as he regains his feet. While you're rolling, press Light or Medium Punch rapidly. If you succeed, you'll land on his other side, powered up and ready to toast him. It's excellent—but difficult.



Put the bite on your opponent or knock him off his feet and set up the combination.



As you roll at your recovering foe, press Light or Medium Punch as quickly as possible.



If you time this difficult move right, you'll be eaten when you come out of the roll.



BALROG



BALROG

BOXING'S BAD BOY

Balrog may not win any contests for finesse, and he won't be designing any rockets soon, but in the Street Fighter competition he's sure to score some knockouts through sheer, brute power and persistence. Balrog's paycheck comes from his hands and his awesome punching ability. With his two Dash Punches, he can score quickly from a distance, and the power of his Turn Punch is incredible.

ABILITIES

MOVE SPEED	<div><div></div></div>	3
JUMP SPEED	<div><div></div></div>	2
JUMP POWER	<div><div></div></div>	1
ATTACK	<div><div></div></div>	4
DEFENSE	<div><div></div></div>	4

VEGAS STREETS



CHARACTER PROFILE

After being banned from professional boxing for violating the rules of the ring, Balrog started violating the rules of economics by making more money fighting on the street. During his heavyweight career, he lost most of his marbles, so some of his fabled wildness is just a matter of stupidity. He sometimes serves as M. Bison's bodyguard.

PERSONAL DATA

DATE OF BIRTH	9 / 4 / 68
HEIGHT	6 ft. 5 in.
WEIGHT	252 lbs.
MEASUREMENTS	B 47 in. / W 35 in. / H 39 in.
BLOOD TYPE	A
LIKES	Fighting, Gambling
DISLIKES	Losing, Rap music

CONNECTIONS

BALROG

Shadowloo
Boss

M. BISON

BASIC MOVES

TM 950

PUNCH	STANDING	STANDING CLOSE	CROUCHING	JUMPING UP	JUMPING FORWARD
LIGHT					
MEDIUM					
HARD					

KICK	STANDING	STANDING CLOSE	CROUCHING	JUMPING UP	JUMPING FORWARD
LIGHT					
MEDIUM					
HARD					

BALROG

OTHER ATTACKS

Balrog doesn't have as many specialty moves as most of the world warriors, but the ones that he does have can be decisive. One of his most powerful moves is the Multiple Head Butt. Move very close to your opponent and use the Medium Punch. Balrog will grab his foe and bash skulls 13 times in a row to inflict massive damage. You can also make rapid-fire punches by standing close to an enemy and tapping the Light Punch Button.



Balrog's Multiple Head Butt is one of the most powerful attacks. Get close and use the Medium Punch.



SPECIAL ATTACKS

DASH PUNCH

Balrog's Dash Punch—a quick dash followed by a powerful punch—is a dangerous attack that opponents will learn to respect. You can set it up two ways: on the Control Pad, push Left or Down/Left for about two seconds, then simultaneously push Right and any Punch Button. The distance that Balrog dashes depends on whether you use the Light, Medium or Hard Punch. The Hard Punch gives you the longest dash. If you set up the Dash Punch by first pushing Left, Balrog will move away from his opponent, possibly out of range. Therefore, it is best to use Down/Left.



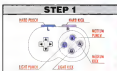
DASH UPPERCUT

This move is virtually identical to the one described above. It also delivers a powerful punch after you rush toward your opponent. You must set it up in the same way. Push your Controller either Left or Down/Left for approximately two seconds. Then, at the same time, push Right and any Kick Button. Balrog will dash forward and deliver a jaw-rattling uppercut. Once again, the distance of the dash depends on whether you use the Light, Medium or Hard Kick. The Hard Kick Dash will carry Balrog almost completely across the screen while the Light Kick goes about half the distance.



TURN PUNCH

Balrog's Turn Punch is also simple to activate, but it takes time to set up, which can leave you open to attack for a few moments. To activate the Turn Punch, press and hold all three Punch or Kick Buttons simultaneously for a full second, then release one or more of the Buttons. Balrog will spin around once and stretch towards the opponent, delivering a spectacularly powerful punch. While holding the three Buttons, you can move and even jump. One strategy is to evade an attack by jumping and then to release the Turn Punch as soon as you land. You can also hold the Turn Punch ready while blocking.



BASIC TACTICS

DOUBLE TURN PUNCH

Although this move is awkward to manipulate, you can deliver one Turn Punch right after another. Hold down all six Buttons, then release either the three Kick Buttons or the Punch Buttons. After the first Turn Punch is delivered, release the second set of three Buttons to activate the second Turn Punch. The first Turn Punch must be completed before you release the second set of Buttons for the move to work.



DON'T GET JUMPED

When opponents come at Balrog with jumping attacks, try to knock them down using one of three tactics. First, if you are at a good distance, use the Dash Uppercut. Second, try the Hard Punch if it looks like the jump will end in front of you. Finally, use the Medium Punch, which is an uppercut.



To defend against jumping attacks, Balrog should use either the Dash Uppercut, the Hard Punch, or the Medium Punch.



BONUS STAGE STRATEGIES

BONUS STAGE 1

Once again, our ex-pugilist must make use of his fists to dismantle a two-ton automobile in 30 seconds. The next best thing to a sledge hammer is Balrog's Medium Kick.



The Medium Kick is the move to use in the first Bonus Stage for Balrog. Use it both on the left and right sides of the car.

BONUS STAGE 2

Balrog really hates brick walls, probably because most brick walls have IQs that are greater than his. He takes out his frustration by hammering them with his Medium Kick on two levels as shown.



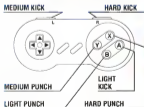
Use the Medium Kick from the ground and the level of the second protruding brick. On the second level, switch to a backing Medium Punch.

BONUS STAGE 3

Balrog used to train for heavyweight bouts by crushing steel kegs with his hands, so breaking barrels with a Medium Punch is easy.



RECOMMENDED CONFIGURATION



Since the Turn Punch move requires pushing three Buttons at one time, set up your Controller to take advantage of that. In this scheme, the Y, X, and B Buttons will be your Turn Punch.



BALROG

VS. GUILLE

SONIC JUMPING

Balrog doesn't have any secret weapons to protect him from Guile's Sonic Boom attack, so you'll have to use something more basic. Simply jump over the Booms!



LONG RANGE TURN PUNCH

Look for Guile to try to get close to you to deliver his low kick. Before he is within range, however, you can stop him by using your Turn Punch. Balrog has great reach on the Hard Punch and Turn Punch. After the Turn Punch, try a Multiple Head Butt to top things off.



JUMPING DEFENSE

When Guile comes towards you with his jumping attack, greet him with a simple combination. Use a ducking Hard Punch while he's still in the air, then, when he lands, hit him with a Hard Punch.



HARD PUNCH

Balrog's long reach is greater than the Hard Kicks of most other opponents. You can use it to attack fighters before they are within their own attack ranges. Use this strategy against Guile when he tries to move in closer to Balrog. You can stop him before he gets too close.



VS. KEN

MULTIPLE PUNCHES

Close in on Ken and use a ducking Hard Punch, which is a powerful uppercut. That will force Ken to jump. With Ken in the air, hit him twice with ducking Hard Punches. Then repeat the entire procedure. If you're close enough, your Hard Punches might become Multiple Head Butts.



Use Balrog's ducking Hard Punch to send Ken jumping. Once he's in the air, hit him twice with two more ducking Hard Punches.

THE HURRICANE FORCE

When Ken flies towards you in the Hurricane Kick, duck down and wait for him to get very close. When he's very near, use the Hard Punch from the ducking position.



LIGHT PUNCH--DASH COMBO

Although this move can be effective, it takes precise timing since you have to use a Dash Punch at close range. Use a Light Punch at close range

and Ken will use a lock. Then throw the Dash Punch when Ken's locking leg is pulled back.



VS. CHUN LI

THE FIREBALL

When Chun Li shoots her Fireball shot, jump both to avoid it and to get closer to her. If you land close to her, use either the Hard or Medium Punch to give her the Multiple Head Butt treatment.



CHUN LI ABOVE

Chun Li's famous jumps may not do her much good if you use the following strategy. If Chun Li begins her jump from across the screen, use the Dash Uppercut to knock her out of the air. If there's no time for the move, try the ducking Hard Punch.



TIME TO BACK AWAY

Try to push Chun Li into the corner where she can't maneuver or use her special attacks. First, use the ducking Hard Punch to keep her at the

edge of the screen. Next, while she jumps, back off slightly, then throw a Dash Uppercut. Now move in with a Hard Punch and repeat it all.



VS. ZANGIEF

KEEP YOUR DISTANCE

Zangief can cause you plenty of grief, especially if you let him get close to you where he can throw a Spinning Pile Driver. Keep him at arm's length with your Hard Punches. He may try his jumping kicks, which have a long reach, so you must constantly adjust your position to stay beyond his range.



GETTING CLOSE

If Zangief is close to you, press Down/Left and tap the Light Punch Button for repeated jabs. In this position, you can avoid his Spinning

Clothesline attack. Counter that move with a standing Light Punch. When the Clothesline is finished, hit him with a powerful Dash Punch.



NORMAL MODE

In the Normal Tournament Mode, hold the Controller Left or Down/Left to block and keep throwing Light Punches. When Zangief's kicking leg is back, use a Dash Punch.



VS. DHALSIM

THE DRILL ATTACK

When Dhalsim flies toward you with his mystical Head Drill, jump away from the attack. The result is that you will block the Drill move and end up very close to Dhalsim when he lands. At this close range, give him Multiple Head Butts by using either the Medium or Hard Punch.



SLIDING ATTACKS

Even if you use your head and Multiple Head Butt the guru to within an inch of his life, he's bound to escape sometime. When he does, he'll try a Sliding Kick attack so you should go into your blocking, defensive stance. Once he's slid next to you, you're perfectly set up to give him more Multiple Head Butts.



NORMAL MODE

In the Normal Tournament Mode, Balrog can get close to Dhalsim and give him a Head Butt, then follow it up with any kick or punch attack. By staying close to your opponent, you can repeat the move over and over for a quick victory.



VS. RYU

DASH UPPERCUT

Ryu's fondness for the corner can get him in trouble. Use ducking Hard Punches to back him into a tight spot. Go into the blocking stance, which will also set you up to do a Dash move. When Ryu jumps, use the Dash Uppercut and before he lands, hit him with a ducking Hard Punch.



When Ryu is in the corner, push Down/Left to block and set up a Dash Uppercut, which you use when he jumps. Follow that with a Hard Punch.

LIGHT PUNCH--DASH PUNCH

Dash Punches work well if you have enough time to activate them. If you're close to your opponent, repeatedly throw Light Punches while

holding the Controller Left. Then throw the Dash Punch.



FIREBALL PUNCHING

Although Balrog has no magical or mystical defenses to make him invulnerable to Fireballs, he can extinguish them with a precisely released Turn Punch. If you throw the Turn Punch just at the moment the Fireball reaches Balrog, you'll not be damaged.



Defending yourself against Fireballs isn't easy. In most cases, you must already be waiting to use a Turn Punch. Release the Turn Punch precisely when the Fireball reaches you.

VS. E. HONDA

HARD AND DASH PUNCHES

While Honda closes in on Balrog, wait for him in the blocking stance until the sumo is quite near. The blocking move also sets up your Dash move. Now use the ducking

Hard Punch to force Honda to jump backwards. Before he lands, use the Dash Punch with the Hard Punch Button to race across the floor and deck Honda.



SUMO HEAD BUTT

E. Honda's flying Sumo Head Butt causes problems for most fighters, but it is beatable. Balrog should stand his ground and use a flurry of Light Punches. With any luck, one of the Light Punches will be thrown just as Honda comes within reach.



THE WEAK ATTACK

When fighting Honda at close range, you can use the Light Punch over and over by rapidly tapping its button. After Honda tries one of his moves, hit him with a Medium Kick.



VS. BLANKA

A LONG HARD PUNCH

You don't have to get too close to Blanka to cause damage. When you are at the distance shown in the first photo, use your Hard Punch to lash out and score a hit.



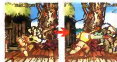
CORNER BLANKA

You can really wail on Blanka if you manage to chase him into a corner. Once there, press and hold Down/Left to set up for a Dash Punch. While holding that, use Hard Punches. Since you're in the ducking position, these will be uppercuts. When Blanka jumps up, use your Dash Punch and follow it up with a ducking Hard Punch while Blanka is still in the air.



ROLL OVER

Don't let Blanka roll all over you. When he uses the Horizontal Rolling attack, prepare yourself by pressing and holding Down/Left, both to defend yourself and to set up for a Dash Punch. After blocking Blanka, use the Dash Punch to deck him.



When Blanka comes at you in his Rolling attack, block the attack, then counter it with a Dash Punch.



VS. BALROG

HARD GUYS

When Balrog meets himself face-to-face on the streets of Vegas, you know it's going to be a no-holds-barred bout. Of course, Balrog doesn't have any holds, but he does have awesome punches. Try to use Hard Punches at the maximum range.



Use Balrog's long reach to keep his elbow up at bay. The Hard Punch is your best bet for testing the odds (and Balrog) in Vegas.

LIGHT PUNCH-DASH UPPERCUT

To set up your Dash Uppercut, press and hold Down/Left while throwing Light Punches. Your opponent will attack, then jump back. That's when you throw the Dash Uppercut and race across the screen to nail him when he's still in the air. Use the

Dash Uppercut with the Hard Punch Button.



STANDING TALL

When Balrog (the opponent) is attacking from a standing position, drop to your ducking position and throw Hard Punches. These punches can be very effective.



VS. VEGA

FENCE JUMPING

While Vega is preparing one of his spectacular fence jumping attacks, wait for him at a distance in the blocking stance. The blocking stance will set you up for a Dash Uppercut, which you deliver to Vega while he's still in the air.



HEAD BUTTS

When the Sparnard launches into his back flips, Balrog can earn some points by closing in for a little Head-Butting action. Jump to it and use your Hard or Medium Punch when you are right next to Vega.



CLAW DIVE

When Vega climbs the fence, start worrying about the Claw Dive attack. Back away toward either corner to gain as much distance as possible.

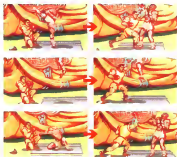
Hold Left on the Control Pad until Vega jumps. Then throw a Dash Uppercut to hit Vega.



VS. SAGAT

THREE TECHNIQUES

Try out these three techniques when Sagat makes certain moves. First, if he uses a high kick, respond with a ducking Hard Punch. If he's jumping towards you, use the same method. When he tries a low punch, block it and counter with a Medium Punch.



LIGHT PUNCHES

Use several Light Punches while holding Down/Left. When Sagat kicks and pulls back his leg, let loose with a Dash Punch. Sagat should be vulnerable.



HIGH TIGER SHOTS

When Sagat throws a high Tiger Shot, duck down to allow the fire to pass overhead. Press and hold Down/Left to set up for a Dash Punch. When the Tiger Shot has passed, use the Dash Punch or a Hard Punch.



VS. M. BISON

HARD KICKS AREN'T

Hard kicks aren't kicks at all for Balrog, they're punches. When Bison is close by, press the Hard Kick Button. Bison will block some of the punches, but if your timing is good, you'll get some hits.



DON'T LOSE YOUR HEAD

When Bison comes at you in the Head Stomp pose, try the following strategy. Push Left to block the attack, then jump Left and use a Hard

Punch in the air. Bison will jump over you and you can hit him with a ducking Hard Punch before he lands.



When Bison tries a Head Stomp, jump Left.

Use a Hard Punch while still in the air.

After Bison jumps over you, use a ducking Hard Punch.

ONE MOVE WIN

It's possible to beat Bison using just one move repeatedly. Keep using the Light Punch and Bison will use low kicks. Since your Light Punches will score more than his kicks, you'll win when the time runs out!



COMBINATION ATTACKS

KICK & DASH

LEVEL ★ ★ ★

Barlog must master the use of the Dash Punch and Dash Uppercut. If you jump close to an opponent, hit him with a Hard Kick while still in the air and a Medium Kick when you

land. Also, when you land press and hold Down/Left to set up your Dash. After two seconds of Medium Kicks, use the Dash Punch.



Jump towards your opponent and hit him with a Hard Kick before you land.

While pushing Down/Left for just Left, use Medium Kicks.

After two seconds, you can let him have it with your powerful Dash Punch.

POWER KICK UPPERCUT

LEVEL ★ ★ ★

This is a powerful combination that can knock some heads around. Jump towards your opponent and hit him with a Hard Kick while still in the air. When you land, use Medium

Kicks and press and hold Down/Left to set up for your Dash move. After two seconds, you'll be ready to go. Wait until the end of a Light Kick to throw the Dash Uppercut.



JUMP & DASH

LEVEL ★ ★ ★

Jump towards the opponent and, while in mid-air, push Left and Hard Kick. The Hard Kick hits the opponent. Holding Left on the Control Pad sets up your Dash Uppercut, which you use after landing.



Jump towards the opponent and press Left on the Control Pad. Use the Hard Kick in mid-air and the Dash Uppercut after landing.

KICK & DASH LIGHT

LEVEL ★ ★ ★

When Barlog is close to the opponent, press and hold Down/Left while using three or more ducking Light Kicks. Then shift the Control Pad so you are holding Left. At the same time, use a regular Light Kick to keep you from moving backwards. Finally, you'll be ready to throw the Dash Uppercut. The trick is holding Down/Left at all times.



SHOT DEFENSE

Barlog can eliminate the threat of Fireballs by timing a Turn Punch to meet the fire just as it reaches him. It will take some practice to get it right every time. You need to start the move almost immediately after seeing the Fireball.



If you use the Turn Punch at the exact moment that a Fireball hits Barlog, you'll escape without damage. This timing is crucial.

If you are close to your opponent and you successfully time your Turn Punch, you'll also score a hit besides escaping damage.

VEGA





VEGA

HOW VAIN CAN YOU BE?

Vega spends far too much time looking at himself in a mirror. His techniques are top notch, but his attack power and defensive prowess fall short. Maybe he should spend more time working out in the gym rather than primping and preening in the hair salon. Don't get us wrong, we think he's cool, but we think his priorities are a bit messed up.

ABILITIES

MOVE SPEED	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	5
JUMP SPEED	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	5
JUMP POWER	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	1
ATTACK	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	1
DEFENSE	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	1

SPANISH CANTINA



CHARACTER PROFILE

Vega was hired by M. Bison to help him do his dirty work in Southwestern Europe. The stunning hit-man has caught the eye of many women during Street Fighter tournaments, but he doesn't really care. Vega loves no one but himself. To the other Street Fighters, Vega is synonymous with "vanity." He will rue the day when his mask falls him in battle and his perfect features are marred.

PERSONAL DATA

DATE OF BIRTH	1 / 27 / 67
HEIGHT	5 ft. 1 in.
WEIGHT	160 lbs.
MEASUREMENTS	B 40 in. / W 29 in. / H 33 in.
BLOOD TYPE	D
LIKES	Beauty, Agility
DISLIKES	Crude Language

CONNECTIONS

VEGA

Shadowloo
Boss

M. BISON

BASIC MOVES

TURBO

PUNCH		STANDING	STANDING CLOSE	CROUCHING	JUMPING UP	JUMPING FORWARD
LIGHT	MEDIUM	HARD				

KICK		STANDING	STANDING CLOSE	CROUCHING	JUMPING UP	JUMPING FORWARD
LIGHT	MEDIUM	HARD				

OTHER ATTACKS

Vega is the only Street Fighter that is allowed to compete with a weapon—the claw. He has some very good specialty moves that can do more than just surprise his opponents—they can put them out of commission!



Vega seems to be slamming his own head into the floor in this photo, but his rival takes the beating.



The claw wreaks havoc on Vega's enemy. Use it often, but protect it well because it's a bit fragile.



Press all three Punch Buttons at once to make Vega perform a back flip and spin away from his rival.

VEGA



SPECIAL ATTACKS

CLAW DIVE

With the Claw Dive, Vega utilizes a move that no other Street Fighter can pull off: climbing the fence in the Spanish Cantina. An important fact—the fence only exists in the Cantina, so Vega can't do this move on anyone else's home turf. To make Vega scale the fence, press and hold Down. Next, press Up plus any Kick Button. Vega will leap up and will automatically climb up the fence. He will also automatically dive toward his opponent when he feels that he is high enough on the fence. Just before making contact with your unsuspecting opponent, press any Punch Button.



AIR SUPLEX

An alternative to the Claw Dive, the Air Suplex can be executed by repeating the same Controller motions, but instead of stung at the rival with his claw, Vega will grab and throw him. Instead of coming down on top of your opponent, try to descend just to the right or left of them by pressing and holding Left or Right. This way, the Air Suplex should be easier to accomplish. Vega can also leap off of the side walls and throw his opponent. This move is usually referred to as the Wall Leap. It, unlike the Air Suplex and Claw Dive, can be used against opponents in any stage, not just the Spanish Cantina.



CLAW ROLL

A very quick move, the Claw Roll is often effective in catching your opponent off guard. Since you start the move with a retreating motion, you should be able to easily dupe your rival into thinking that you are taking a defensive stance. Even if you are, it's easy to change your thinking. Press and hold Left, then press Right plus any Punch Button to execute the move. The distance the roll covers is dependent upon which Punch Button you press. Using a Hard Punch will make Vega take a much more forceful roll than a Light or Medium Punch.



BASIC TACTICS

CLAW PROTECTION

Any opponent can break Vega's prized claw off in battle if he or she hits it enough. Vega is an excellent blocker, but blocking too many kicks and punches will cause the claw to break off sooner than it would normally.



AIR THROW

If an opponent lunges out toward you, jump straight up and then press Medium or Hard Punch. The Control Pad should be depressed, but the direction doesn't matter. Doing so will allow Vega to grab and throw his assailant. It doesn't always work, but it is a better option than getting locked in the head. It's also a better option than having to block a Hard Kick with your claw. The fewer attacks Vega has to block, the better!



BE PATIENT!

It's a good idea to crouch down on your own side of the screen and wait patiently until you see what your rival is going to do. Once you know, let loose with your own attack.



BONUS STAGE STRATEGIES

BONUS STAGE 1

Before the stage begins, press Left, then bash in the passenger door with a Claw Roll that utilizes a Medium Punch. Next, jump over the car and continue with the Medium Punches until the car is leveled.



It's a beautiful car, and he hates to do it, but Vega's claw should be put to good use when slashing the luxury road cruiser to the ground.

BONUS STAGE 2

It really can't get much easier than this and Vega knows it! Just jump up on the side of the pile of bricks and hack away at them with Medium Punches. They should all crumble away quickly.



Vega only has to move to this position and throw repeated Medium Punches to end up with a Bonus Round score that reflects a job well done.

BONUS STAGE 3

Again, Medium Punches are just what Vega needs to do well in the third Bonus Stage. Slash through the wooden barrels with the claw.



RECOMMENDED CONFIGURATION

LIGHT PUNCH

LIGHT KICK

MEDIUM KICK

HARD KICK

MEDIUM PUNCH

HARD PUNCH



Medium Punches and Hard Kicks are Vega's bread-and-butter moves. Position their functions on the Controller where you feel most comfortable with them. We suggest the B and A Buttons, respectively.



VEGA

VS. GUILLE

HAND-TO-HAND COMBAT

In hand-to-hand combat with Guile, Vega is likely to lose. However, with prudent use of blocking and jumping, Vega can come out on top. Block Guile's low Punches then jump over him and use a Medium or Hard Punch to throw him. Block his kicks, too, and then use a Hard Kick to trip him up when you see an opening.



HARD KICK SET-UP

Guile knows that Vega loves to use the sliding Hard Kick, so he blocks a lot. That's OK, you can counter it. If he blocks, just press Up/Right to jump and then let him have it with a Hard Kick before you land.



THROW TECHNIQUE

If you knock Guile down, jump over him. Guile will often execute a Flash Kick to combat your move, but you should be able to avoid it if you jump early enough. Just before Guile lands, move toward him and throw him with a Medium or Hard Punch.



VS. KEN

HURRICANE WATCH

To combat Ken's spinning Hurricane Kick, just crouch down and block it. When he lands on the opposite side of you, he'll throw a Dragon Punch. It's very important to remain in your blocking stance so you don't get hit with this powerful move. Throw him just as he is landing.



ATTACK AFTER JUMPING HADOKEN

Vega can easily avoid Ken's raging Hadoken fireballs by using his awesome jumping ability. Jump over them and toward Ken until you are in striking distance. Let him have it with a Hard Kick or a Hard Punch as you

are landing. This should back him up just a bit, but he should still be standing. To push him back some more, throw a bunch of Medium Punches his way. This is often enough to get a knockdown.



What's Ken thinking? He ought to know that Vega's jumping ability is highly tested. Oh well, he'll just have to pay for his apparent ignorance.

HARD KICK FOR KNOCK-DOWN

If Ken jumps toward you, it's a very good time to demonstrate one of your favorite moves: the sliding Hard Kick. Vega has such a good range on his Hard Kick that Ken won't be able to defend himself.



VS. CHUN LI

JUMP OVER FIREBALL

Vega knows that when Chun Li starts tapping her Chi, she'll unleash a Fireball. He also knows that he can easily jump over it. What's more is the fact that she'll be more vulnerable to attacks at this point.



THROW THE FIREBALL SHOOTER

As an alternative to a kicking attack after jumping over Chun Li's Fireball's, you can press any Punch Button

when Vega is landing. This will usually allow him to grab and throw the fleet-footed wonder.



THROW TECHNIQUE

If Chun Li is about to let loose with a Lightning Kick or some other attack, jump over her and press a Punch or Kick Button while in the air. Doing so will "commit" her to the attack. Throwing her upon landing will be easy.



Make sure that you execute some kind of move in the air. This guarantees you that Chun Li will be tied up with an attack move while you close in.

VS. ZANGIEF

HARD PUNCH USE

When Zangief walks toward you, Vega can usually fend off his approach with Hard Punches. It may take a few to send the giant back, but you can do it!



Zangief's midaction is wide open, more or less, to attack. Aim for it.



MANY JUMPING HARD KICKS

If Zangief manages to back you up against a wall, press and hold Up/Left to jump back toward the wall. Use Hard Kicks and/or Hard Punches consecutively in an effort to get him off your case. Vega's heels and claw should be able to dissuade the scarred muscle-bound street fighter to see the error in his ways and retreat.



NORMAL MODE

The lumbering Zangief is extremely vulnerable to Vega's sliding Hard Kicks in the Normal Mode. There isn't a whole lot else to say about this fact. Just use them to knock him down when he approaches.



VS. DHALSIM

FLYING THROW EXECUTION

Vega's unprecedented speed allows him to overtake Dhalsim in most situations easily. Throw moves are easier to execute. Dhalsim will use a lot of limb-stretching against Vega, but he should be able to avoid it.



JUMPING ATTACK

After knocking Dhalsim to the ground, you should immediately set up for another attack by pressing Up/Right to jump toward him and then press Hard Kick or Hard Punch before you land.



YOGA WARP DEFENSE

When Dhalsim pulls up into a hovering position, it's a sign that he's about to do a Yoga Warp. Crouch down and put up a block. Just as he reappears, continue to press Down and then press Hard Kick to execute a sliding Hard Kick. It doesn't matter which side he chooses to reappear on, the attack will work.



Just before Dhalsim lands from his Yoga Warp, Vega should be crouched, alert and ready to unleash a force Hard Kick upon his head.

VS. RYU

HADOKEN REPELLANT

Just like he handles Ken's Hadokens, Vega should jump over Ryu's fireballs when he shoots them his way. Put Ryu in his place by dishing him up a Hard Kick or Hard Punch when you near him. Follow that up with as many Medium Punches as you can possibly throw.



LEAP OFF THE WALL

This is a move that will teach Ryu a lesson in technique and humility. When he starts throwing his Hadoken's, jump over them and continue

jumping until you reach the far wall. Once there, execute a Wall Jump and fly out toward Ryu. Grab him and throw him to the ground.



DRAGON PUNCH AVOIDANCE

Ryu doesn't seem to have as much range on his Shoryuken as Ken does, but he still can catch you with a quick one. If Ryu throws a Dragon Punch and it's obvious to you that he won't connect with it, move in quickly and grab him when he descends. Push Hard or Medium Punch to throw him violently to the ground.



Ryu didn't execute this particular Dragon Punch very well. Too bad for him!

SLAM! Vega took advantage of Ryu's mistake and threw him.

VS. E. HONDA

SLIDING HARD KICKS

The big Sumo isn't the most agile of the Street Fighter characters. Vega knows this and he also knows the easiest way to knock the giant off of his feet: using sliding Hard Kicks!



Vega's sliding Hard Kick covers a great distance and is enough to send Honda flying!

EVADE THE HEAD BUTT

If you see a Flying Sumo Head Butt coming at you, just jump Up and press Hard Kick or Punch before you land. Follow up with Medium Punches when you land.



NORMAL MODE

With the claw, Vega can get superior extension on his Hard and Medium Punches. In the Normal Mode, E. Honda doesn't really have any changing-type moves, so a generous use of Hard and Medium Punches is highly recommended to keep the Sumo wrestler away from you. Just be sure to watch out for his Hundred-Hand Slap.



VS. BLANKA

HARD PUNCH KEEPS HIM AT BAY

Blanka has a tendency to just walk up close to his opponents without ever putting an attack move into use. It's really weird. Maybe his brain isn't working properly. If you see him meandering your way, let him know who's boss by slashing him with Hard Punches.



The mighty claw allows Vega to stretch out for a powerful Hard Punch. Blanka usually won't have a clue to what hit him.

TOSS TECHNIQUE

When Blanka executes his impressive Vertical Roll, you should press Up to make Vega match his move. While in the air with him, press Hard or Medium Punch. Depending on your position and timing, you'll either slash him with the claw or throw him.



Blanka will pay for trying to show off. Vega can't stand things that are ugly. Blanka certainly fits the bill.

ROLLING ATTACK FOLLOW-UP

When Blanka does manage to get off an attack, like his Rolling Attack, you should just defend yourself with a block. When Blanka "bounces"

back off of you, press Right plus Hard Punch. You should be able to catch him with the claw just as he is landing.



The claw provides protection from Blanka's abuse. The beast will pay for his unabashed attack.

VEGA



VS. BALROG

BOSS TOSS

The flashy technique for throwing Balrog is quite impressive, but is rather easy to accomplish. When Balrog lunges at you and throws one of his patented uppercuts, just block it. When he pulls back, execute a Rolling Attack. After hitting him once, quickly press Up/Right to jump up and over the boxer. Upon landing on the other side of him, press Hard or Medium Punch to grab and throw him to the ground.



USE MANY LIGHT PUNCHES

Using his big boxing gloves, Balrog is a good punch blocker. However, if you press Down and use continuous

Light Punches, they will eventually break through Balrog's defense to score a few hits.



ALTERNATE BOSS TOSS

After you've knocked Balrog down, jump Up/Right and press any button while in the air. Balrog will react with a move of his own, but in the wrong direction! Throw him!



VS. VEGA

YOU CAN'T HACK YOUR OWN HARD KICKS

Matches fought against Vega's clone will often end rather quickly because they are very vulnerable to each other's attacks.

Use the heaviest-hitting attacks: sliding Hard Kicks and head-bashing throw moves.



THROW YOUR CLONE

Press and hold Up/Right to jump out several times toward your clone fighter. As you get near him, he will often try to take the easy way out by doing a back flip away from you. Keep pressing Right and keep closing in. Press Hard or Medium Punch to grab and throw him.



CLIMB THE FENCE

While fighting in the Spanish Cantina, press and hold Down and then press Up plus any Kick Button. Vega will climb the fence and will jump toward his rival. Press Left or Right plus any Punch Button when you are just above your rival for a throw move.



VS. SAGAT

TIGER SHOT JUMP

If you see Sagat go to his knees, he's going to start shooting Tiger Shots. Don't block them. Jump up and over them while moving toward Sagat. When you are going to land on him, press Hard Kick or Punch. Next, give him what for with some Medium Punches.



NEAR THE TOWERING WARRIOR

There are a couple of good techniques to follow when going up against Sagat at close range. Sagat likes to throw low Hard Punches. Block them until he stands up. When he does, jump toward him and throw him. Sagat will also jump toward you and will try to get in a big kick. Move in before he has a chance to kick and then grab and throw him.



SLIDING HARD KICKS

This is an excellent defensive and offensive move—and it's all in one combination! First, if Sagat starts throwing high Tiger Shots, just crouch down to avoid them. Immediately push Hard Kick. Vega will slide toward Sagat and will knock him down.



VS. M. BISON

LURE HIM WITH LIGHT PUNCHES

Use low Light Punches against Bison. He will almost always block them, but it's important for you not to miss! If you do happen to miss, he will often fly into a Psycho Crusher. Not good. When he jumps toward you, press Left or Down/Left to block. When he lands, press Up/Left to jump back because he will usually jump again. While in the air with him, press Hard or Medium Punch to slash or throw him.



SLIDING HARD KICKS WORK!

Even though Bison is the master of all masters in the fine art of blocking, persistence will pay off for Vega by using proper attacks. Vega should use the attacks that he feels the most comfortable with. The sliding Hard Kicks will break through the crime lord's iron-clad defenses.



If you see an opening when you're battling this scum, you've got to go for it! The sliding Hard Kick, with its tremendous reach, can catch Bison off guard at times. You'll be happy that you have the move in your arsenal of attacks.

FLYING THROWS

Since Bison is usually quite surprised when an opponent throws him, these types of attacks drain the most energy from him. Don't concentrate on throw moves until you've mastered all of Vega's other techniques.



COMBINATION ATTACKS

MEDIUM KICK MADNESS

LEVEL ★

Try this one on for size! After your opponent has executed a move and has missed you, or if you have blocked the attack, impart to him two Medium Kicks. Let him have them one right after the other. Finish up the move with as many Medium Punches as you can possibly muster.



THROW AFTER KICKING

LEVEL ★

As you may have seen from the previous pages, Vega loves to kick his opponents and throw them to the ground. It doesn't really matter what strength of kick you give, but throw them with Hard or Medium Punch.



KICKS AND PUNCHES GALORE

LEVEL ★

This move should be a staple for Vega. Use it often. First, jump toward your rival and give him a Hard Kick on the way down. Once on the ground,

let loose with a Medium Kick followed up by several Medium Punches. Using a Hard Kick may knock him down too soon.



PUNCH-ROLL-PUNCH ATTACK

LEVEL ★★★

Your friends will be impressed with this move! We guarantee it. At close range, give your opponent a Medium Punch to double him over. Next, execute a Rolling Claw attack that uti-

lizes Hard Punch. As you can see in this example, the Rolling Claw scores four hits! Finish up the combination with a Hard Punch to flatten your ailing rival.



TOP SECRET!

When fighting against Vega, you may often see him do back flips. The good news is: it's not a "computer-only" move—you can do them, too! Press all three Punch Buttons simultaneously to execute the move. It's great for avoiding Segata's Tiger Uppercut or Ken and Ryu's Dragon Punch. Once you flip backwards, you should then press Down/Right in order to get set up for another attack move.





SAGAT

SAGAT

THE TOWERING WARRIOR

Formerly World Champion, Sagat is still stinging from the defeat handed him by the much smaller Ryu, and he's out to regain his title and prove that he truly is the King of Street Fighters. The tower of power has been working on his moves, and he has become one of the most versatile—as well as most dedicated—fighters in the league. His signature Tiger moves are second to none.



ABILITIES

MOVE SPEED	<div><div></div></div>	2
JUMP SPEED	<div><div></div></div>	3
JUMP POWER	<div><div></div></div>	1
ATTACK	<div><div></div></div>	3
DEFENSE	<div><div></div></div>	3

THE TIGER FROM THAILAND



CHARACTER PROFILE

Sagat, who stands over seven feet tall, may not be as agile as some of his competitors, but he makes up for it with his unique Muay Thai style, which is considered to be one of the world's most powerful. In his off time, he has been perfecting his specialty moves and now performs his Tiger Uppercut, Tiger Knee and Tiger Shot with deadly accuracy.

PERSONAL DATA

DATE OF BIRTH	7 / 2 / 55
HEIGHT	7 ft. 4 in.
WEIGHT	283 lbs.
MEASUREMENTS	B 51 in. / W 34 in. / H 37 in.
BLOOD TYPE	B
LIKES	Strong Opponents
DISLIKES	Dragon Punch

CONNECTIONS

M.BISON

group member

SAGAT

enemy

RYU

BASIC MOVES

PUNCH

LIGHT

STANDING

STANDING CLOSE

CROUCHING

JUMPING UP

JUMPING FORWARD

MEDIUM

HARD

KICK

LIGHT

STANDING

STANDING CLOSE

CROUCHING

JUMPING UP

JUMPING FORWARD

MEDIUM

HARD

SAGAT

OTHER ATTACKS

Sagat can use his tremendous height advantage to throw his opponents when he's able to get close enough to grab them. To perform a throw, press and hold Right on the Control Pad, then press the Hard Punch Button. With amazing speed for such a big guy, Sagat will grab his opponent and throw him to the ground with crushing force. It's a useful move to use with smaller, quicker fighters because it will stun them long enough for Sagat to prepare for his next move.



Hold Right and use a Hard Punch to pick up your opponent and fling him on the floor.



SPECIAL ATTACKS

TIGER SHOT

The Tiger Shot is a blast of fire that Sagat can shoot off from two heights. He has been working diligently for years perfecting this move, and it shows. In quick succession, press Down, Down/Right, Right and any punch to throw one at shoulder height. To kneel and shoot off a lower one, Press the same buttons in the same sequence, substituting a kick for the punch. It's a very effective move when timed to catch your enemy landing from a jump. The only disadvantage to using it is that Sagat must wait until it flames out before he can begin his next move. During that period he's vulnerable.



TIGER UPPERCUT

The Thai Tiger treated many of his fellow fighters to his famous Uppercut in previous bouts, and knowing the damage that it's capable of has earned him a healthy respect among his peers. Press Right, Down, Down/Right then any punch. When you get it right, Sagat will crouch briefly, leaning toward his opponent, then he'll blast off as if launched. If he lands his fist in his opponent's face, he'll launch off the pad, too. This move requires one of the more difficult button-punching sequences, but with a little bit of practice, you'll have Sagat Tiger Punching his foes clear out of the ring.



TIGER KNEE

Sagat certainly isn't the best at jumping, but the Tiger Knee lets him get decent air time and lets him land a knee punch to the head as well. To try the T-Knee, press Down, Down/Right, Right, Up/Right and any Kick Button. Any of the Kicks will work, but the stronger the Kick, the farther he'll fly. Pick the right Kick for the distance you need. It's also useful for jumping over opponents and avoiding Fireball attacks. This is another of the moves that the big Thai has been practicing and perfecting.



BASIC TACTICS

■ TIGER KNEE MOVE

The Tiger Knee can cover lots of territory, especially when paired with a Hard Kick, so don't save it for attacking only. With the Hard Kick, you can cover the whole screen in much less time than it would take Sagat to walk. If you deck an opponent in his own corner, you can use the Tiger Knee to jump the distance between you and nail him with your knee as he tries to recover. You can also count on the move to get you out of tight spots if an opponent is trying to corner you.



■ UPPERCUT INVINCIBILITY

You'll be invincible when you're setting up the Tiger Uppercut, so you can wait for an attacking enemy to come close enough for you to land a solid Uppercut as he's about to strike you. In the sequence below, it looks like Sagat is about to bear the considerable brunt of Ken's Hurricane Kick but, in fact, Sagat is about to let his Uppercut slice through Ken. Timing, as usual, is critical, but the move proves to be good defense as well as good offense.



As Ken performs one of his high-flying karate moves, Sagat kneels to prepare for the Tiger Uppercut.



BONUS STAGE STRATEGIES

■ BONUS STAGE 1

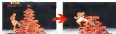
Take on a car parked at the dock in Bonus Stage 1. Start by using Hard Kicks twice on the passenger side, then move to the driver's side and kick the front bumper until the car looks like scrap metal.



Sagat does some body and hinder work in Bonus Stage 1. Start by pounding the passenger side with Hard Kicks, then concentrate on the grille.

■ BONUS STAGE 2

Belt the bricks with Hard Kicks from the standing position, then stand on the lower level and deliver more Hard Kicks to the top of the stack. Crouch and kick some more to level the last of them.



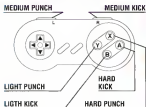
Sagat battles bricks in Bonus Stage 2. Use Hard Kicks to topple the stack in three phases, beginning on the lower left and working upward.

■ BONUS STAGE 3

Break the bouncing barrels with standing Hard Kicks as they drop from the opening above. A well-timed kick will splinter them.



RECOMMENDED CONFIGURATION



You'll want to use a Hard Punch with your Tiger Uppercut, so assign it to a handy button. Put your Hard Kick somewhere that's easy to reach, too—you'll use it with the Tiger Knee.



VS. GUILF

■ USE THE UPPERCUT

If you pause, Guilf will take the offensive. He'll approach and start throwing punches. Block his first two punches as you prepare to throw a Tiger Uppercut. Land it as he readies to throw his third punch.



■ THROWING TECHNIQUE

You can take Guilf out with a quick jump move. If he crouches, jump over him. He will stand and attack the spot where you were, not where you now are. Grab him quickly and throw him down.



■ SILENCE THE SONIC BOOM

Guilf often resorts to using the Sonic Boom. Use the Tiger Knee to jump over the Boom, then land next to him and treat him to some more Knee

jumps that land squarely in his face this time. A couple of Tiger Knees should silence the Sonic Boom and knock him flat.



VS. KEN

■ GROUND KEN

Many of Ken's karate moves take him high into the air. The Tiger Uppercut is the perfect move to make as he comes down. Press Right, Down, Down/Right and a Hard Punch when Ken either jumps toward you or performs one of his dramatic Hurricane Kicks.



■ PUNCH AND CRUSH

When you're a moderate distance from computer Ken, you have an advantage because your reach is longer than his. If you want to play it safe, stay just out of his reach and

keep throwing Weak Punches. You will gradually wear him down while suffering minimal damage yourself. If you're feeling confident, finish him off with a Tiger Uppercut.



■ TIGER KNEE

Ken throws a mean Fireball. Use the Tiger Knee to leap over it and land on Ken while he's unable to avoid you, then repeat the move while he's still stunned from your blows. The Tiger Knee will actually strike twice when performed only once, so it's doubly damaging.



VS. CHUN LI

KICK OVER THE FIREBALL

One of Chun Li's specialties is the Fireball, a move she ripped off from Ken and Ryu. After using it, she will be immobile until it fizzles. Jump over the flying flame and use either a Hard Kick or a Hard Punch as you descend. Aim for her head, then land and attack again before she recovers.



JUMP ATTACKS

When she's not trying to bum you with fire, computer Chun Li spends a lot of time jumping at you. To counter, use either a Tiger Uppercut or a Tiger Knee and catch her as she's on her downward arc.



NORMAL MODE

In the Normal Mode, Chun Li jumps to attack whenever you crouch one place and defend. She's very predictable, and your Tiger Uppercut is consistent, too. Attack as she lands to sap her energy. Three squarely-landed Uppercuts will usually be enough to knock her out.



VS. ZANGIEF

JUMP SHOT

When you fight Zangief, you can hang back, make him jump, then nail him with an Uppercut. First, throw a Tiger Shot to get him to jump. As he leaps, prepare for your Tiger Uppercut. Let it fly while he's in the air, then repeat.



JUMP AND KICK

Keep jumping up and using Hard Kicks. Zangief may get a shot or two in, but you'll knock him out before he can do serious damage.



NORMAL MODE

Attack from a distance by throwing a ball of fire. Do a Tiger Shot from a kneeling position by pairing it with a Hard Kick. He can block it, but he can't prevent all of the damage it causes. You'll gradually wear him down.



VS. DHALSIM

KEEP UP THE UPPERCUTS

Dhalsim may have a truly unusual special move, the Yoga Teleport, but his other abilities are relatively weak. If you stand in the center of the

screen and use your Tiger Uppercut repeatedly, he'll just walk right into your punches. Eventually, he'll knock himself out.



SHOOT FIRE

When he Teleports, you can never tell where Dhalsim will reappear. Use the Tiger Shot with a Hard Kick to kneel and shoot a Fireball that will likely hit him at any level.



NORMAL MODE

Dhalsim must fight without his famous Yoga Teleport in the Normal Mode. In this round, he is one of the weakest opponents, relying mostly on just jumping up and down. Stay back in your corner where you can avoid damage and use your Tiger Shots from either a standing or kneeling position.



VS. RYU

FASTER FIRE

Ryu frequently shoots Fireballs, but you can counter them with your Tiger Shot, which is faster than the Fireball. When you both shoot at once, your shot will cancel Ryu's Fireball and continue towards him. It will force him to defend.



TIGER KNEE JUMP

The Tiger Knee takes Sagst high into the air. When Ryu shoots a Fireball, you can use the Knee move to jump high enough over it to keep from being fried.



FLYING STRONG KICK

Jumping and using a Hard Kick is an effective combination to use against Ryu. Although this strategy doesn't always work, when it does, you'll be able to outlast Ryu long enough to take the match. Press Up/Right to

leap at Ryu, then press the Hard Kick Button. He will sometimes block your kick and attack you, but in the long run you should be able to land more blows and eventually knock him out.



Press Up/Right to jump at Ryu, then try to land a Hard Kick. Although Ryu sometimes blocks your Kick, you'll gradually wear him down.



VS. E. HONDA

■ HIGH FIRE

When Honda kneels in preparation for his flying Sumo Head Butt, throw a Tiger Shot from the standing position. You'll stop his Head Butt before he gets off the ground. If you try a kneeling Tiger Shot, he can fly right through it.



Press Down, Down/Right, Right and a Punch Button to throw a Tiger Shot from a standing position. The Fireball will stop Honda in his tracks.



If you try to stop Honda's flying Sumo Head Butt with a kneeling Tiger Shot, you'll be in for a surprise. He can fly through it unharmed.

■ MAKE HIM JUMP

If you kneel and use a Tiger Shot, Honda will jump at you to avoid it. After you throw the Shot, prepare to nail him with an Uppercut. You must hit him at the exact moment that he touches you to make this work. If your timing is off, he'll land a powerful kick to your head.



■ CORNER KICK

If you stay in your corner and jump, Honda will become impatient and start coming toward you. When he's close enough, stop him with a well-timed jumping Hard Kick.



VS. BLANKA

■ BLOCK THE ROLL

Blanka's Vertical Rolling Attack is awesome. Press Down/Left to block and prepare to do a Tiger Uppercut as he spins in the air. Let it fly as he starts to come back down. If you time it right, he'll suffer.



Counter Blanka's Vertical Rolling Attack with a precisely timed Tiger Uppercut.

■ FIRE ATTACK

When he's not tucking and rolling, Blanka stays low to the ground. Kneel and fire a series of Tiger Shots to gradually wear him down. Sometimes he stands and jumps when you do this, so be prepared to catch him with a Tiger Uppercut if he does.



NORMAL MODE

In the Normal Mode, you can count on Blanka jumping at you when you use a low Tiger Shot. When he first touches you, counter with the Tiger Uppercut. You'll be invincible for a bit after using the Uppercut, so he won't be able to hurt you.



VS. BALROG

■ POUND WITH PUNCHES

Balrog isn't the brightest opponent on the circuit, but he certainly is determined. He just keeps coming at you no matter what damage you deliver. You can either attack his legs—a weak point—with Light Kicks or kneel and use Medium Punches. Keep pounding away until he hits the mat.



■ USE FLYING KICKS

Keep jumping until Balrog comes near, then add some Hard Kicks to your airborne act. He won't back off, even if you hit him. He's not a very good jumper himself, so you can also nail him if he tries an air attack.



■ STRONG UPPERCUT

The only move that makes Balrog back off is your Tiger Uppercut. Keep throwing Uppercuts with Hard Punches as you get close enough to hit him. Even if he blocks the Uppercuts, you'll wear away at his stamina and eventually deck him.



VS. VEGA

■ THROW TECHNIQUE

If you're able to knock Vega down, here's a technique that you can keep repeating. Stand next to the fallen Vega and wait for him to recover. He

always does a back flip when he gets up. When he lands from the flip, you'll be able to grab him and throw him back down.



Knock Vega down, then jump in and stand next to him as he recovers and tries to stand.



He's very predictable—he always does a back flip as he gets up from the floor. Let him land.



In the instant after he lands, Vega can't move. Grab him while he's stunned and throw him back down.

■ KICK THE CLAW

Vega's claw is a powerful weapon. It's difficult—but not impossible—to break it off. When you stand next to him and use Light Kicks, he'll crouch and block your foot. Keep kicking as long as possible. You might receive some damage yourself, but if you manage to break the claw, you'll reduce his attack power and earn an extra 10,000 points, too.

■ THE CLAW OIVE

When Vega performs his signature move, quickly counter with a Tiger Uppercut before he can jump over you. If you take off late, he'll get by before the Uppercut is high enough to hit him.



Punch Vega with Light Kicks from the standing position. Break the claw for a big bonus.

VS. SAGAT

■ UPPERCUT COMBO

Kneel and throw a Tiger Shot at the Sagat clone. He will react by jumping the Fireball and flying at you. As soon as he nears, catch him with a Tiger Uppercut. Repeat as often as you can.



■ FIGHT FIRE WITH FIRE

Sagat throws a series of Tiger Shots, first high then low, over and over. Crouch and return only low ones. When your two low Shots collide, they cancel each other out. He'll be hit by your low one when he stands to throw his high one, which will sail over your head.



■ JUMP AND THROW

Knock Sagat down, then jump over him as he's about to stand. When he gets to his feet, he'll throw a Tiger Uppercut that will miss because it's in the wrong direction. When he fin-

ishes the punch, Press Left with the Hard Punch Button to grab and throw him. Repeat the steps as he stands again.



VS. M. BISON

■ BLOCK THE HEAD STOMP

One of Bison's favorite—and most effective—moves is the Head Stomp, which he delivers with boots of steel. If you block the Stomp, he'll jump backwards. Jump with him as he retreats and land a Hard Kick while you're both still in the air. Perhaps he'll think twice before he tries attacking with that again.



■ YOU NEED THE KNEE

The secretive M. Bison has plenty of tricks up his sleeve, including an Iron-fisted Psycho Crush dive. If you manage to knock him down, use your Tiger Knee move to keep him in a dazed state. Back him into his corner and knock him down. As he tries to recover from the fall, press Down, Down/Right, Up/Right and any Kick Button to deliver the Tiger Knee.



■ PSYCHE HIM OUT

Bison's Psycho Crusher is downright scary: he dives the width of the screen in a devastating, fiery streak. You can stop the streak with your Tiger Uppercut if your timing is accurate. You must land the Uppercut at the exact moment that he first touches you. If you miss, you'll take the full impact of the Crusher, but if you time it right, you'll escape unscathed.



COMBINATION ATTACKS

KICK AND CUT

LEVEL ★★★

When you do a standing Light Kick, it strikes twice. Instead of landing the second kick, do a Tiger Uppercut just after the first one. If you do the second kick, your opponent will block your Uppercut.



KICK COMBO

LEVEL ★★★

Take advantage of Sagat's powerful jumping ability. Press Up/Right to jump at your opponent and do a Hard Kick to his head before landing. Just after touching down, deliver a

Light Kick to his legs and follow it immediately with a Tiger Shot from the kneeling position by pressing Down, Down/Fight, Right and a Kick Button.



JUMP, KICK, CUT

LEVEL ★★★

Jump at your opponent, Hard Kick while airborne and use a Light Kick upon landing. Follow this series up with a quick Tiger Uppercut.



DOUBLE KNEE

LEVEL ★★★

Jump and deliver a Hard Kick while in the air, then use a Light Kick when you land. Follow with a Tiger Knee move. The Tiger Knee will deliver two hits instead of one, inflicting just that much more damage.



SPECIAL TECHNIQUE

When you're fighting against swift fire-throwers such as Ken or Chun Li, use the Tiger Knee move instead of a regular jump to leap over Fireballs. The Tiger Knee move is faster than a regular jump, so when you land, your opponent will still be unable to move and you can get your kicks in while the Fireball is still visible.



M. BISON





M. BISON

SHADOWLOO KING-PIN

Ruling the immense Shadowloo criminal organization with an iron fist, M. Bison is the most feared man in the crime world. Not much is known about how he managed to emerge to the forefront of Shadowloo, but it does appear that no one will be able to dethrone him. He's betting that no one will be able to dethrone him as the world's best fighter, either.

ABILITIES

MOVE SPEED	<div></div>	<div></div>	<div></div>	3
JUMP SPEED	<div></div>	<div></div>	<div></div>	3
JUMP POWER	<div></div>	<div></div>	<div></div>	5
ATTACK	<div></div>	<div></div>	<div></div>	3
DEFENSE	<div></div>	<div></div>	<div></div>	3

TEMPLE OF THAI



CHARACTER PROFILE

Bison and his main confederates, Balrog, Vega and Sagat, enter the Street Fighter tournaments to keep their fighting skills sharply honed. Each of these rogues has different skills and techniques, but it is Bison who possesses the most power. His power has a supernatural quality to it. No normal person could hope to duplicate it. No normal person wants to experience it.

PERSONAL DATA

DATE OF BIRTH	4 / 17 / ??
HEIGHT	5 ft. 11 in.
WEIGHT	254 lbs.
MEASUREMENTS	B 52 in. / W 34 in. / H 36 in.
BLOOD TYPE	A
LIKES	World Conquest
DISLIKES	Physical Weakness

CONNECTIONS



BASIC MOVES

PUNCH	LIGHT	STANDING	STANDING CLOSE	CROUCHING	JUMPING UP	JUMPING FORWARD
KICK	LIGHT	STANDING	STANDING CLOSE	CROUCHING	JUMPING UP	JUMPING FORWARD

OTHER ATTACKS

Bison's fighting style is as much of a mystery as his background and identity. Some of his moves have never been seen before, much less duplicated. However, to be honest, Bison's throw moves are the same as the throw moves of any other fighter in the Street Fighter competition. Nonetheless, when you precede a throw with a series of his other pain-inflicting stunts, you'll soon see that this is an excellent move to pull out of your bag of tricks.



At close range, press Right or Left plus Medium or Hard Punch for the throw.



SPECIAL ATTACKS

■ PSYCHO CRUSHER

Perhaps the most amazing of all the moves in the game, Bison's nearly unstoppable Psycho Crusher has laid waste to countless opponents. The Psycho Crusher is known to some as the Psycho Crusher because the psychic energy that Bison channels through his body allows him to crash into his opponent. It's actually very easy to execute this move. Press and hold Left on the Control Pad and then press Right plus any Punch Button. A flaming aura of power will engulf Bison and he will levitate and fly across the screen toward his rival. Upon contact, the unlucky recipient of the attack may also burst into flames.



■ SCISSOR KICK

Seemingly defying the law of gravity and various other laws of physics, the Scissor Kick is another one of Bison's favorite moves. He likes it because it gives him the ability to score more than one hit. Press and hold Left on the Control Pad and then press Right plus Kick Button to unleash the attack. At close range, Bison should score a hit with each leg as they perform a scissor-like kicking motion. The Scissor Kick is also a good defense against low sliding attacks since Bison hurls himself into the air with feet flying forward. With two hits, the chance of breaking through a rival's block is much greater.



■ HEAD STOMP

Another two-hit wonder, the Head Stomp is as impressive as the Scissor Kick is. Although the Head Stomp is a bit more difficult to accomplish than the Scissor Kick, the results are just as crowd pleasing! Start off by pressing and holding Down on the Control Pad. Depending on the situation, you can also press Down/Right or Down/Left instead of straight Down. Next, Press Up (Up/Right or Up/Left works, too) plus any Kick Button. After stomping your opponent, press toward him and press any Punch Button for the second part of the attack.



BASIC TACTICS

■ STOP SPECIAL ATTACKS WITH THE HEAD STOMP

Since Bison launches himself high into the air using his psychic ability, he should be able to clear special attacks like Sonic Booms, Tiger Shots, Fireballs and Hadokens. However, if you are near your opponent, you may not have time to execute the move.



M. Bison was just waiting for Ryu to shoot a Hadoken his way.

Ryu pays the consequence for his anomaly special attack move.

■ STOMP FOLLOW-UP

The Head Stomp can be paired with a second attack. After the Stomp occurs and before you land, push the Control Pad toward your rival and press any Punch Button.



■ CRUSH IT!

Since the Psycho Crusher is so powerful, it has the ability to penetrate the blocks of most fighters—even Zangief's! Use Hard Punch in combination with this move to give it the most distance and power. There's nothing quite like it!



BONUS STAGE STRATEGIES

■ BONUS STAGE 1

The best way to get Bison to smash the luxury car is to use Medium Punches. Start on the left and get his fist glowing with the Medium Punches and then jump over the car to finish it up on the other side.



You can see the aura glowing around Bison's fists. It helps him to penetrate the sheet metal. Medium Punches can be thrown faster than Hard Punches.

■ BONUS STAGE 2

Once again, Medium Punches are just what Bison needs to complete the Bonus Stage. After destroying the first section of bricks, jump up on to the pile and then continue to bash away with Medium Punches.



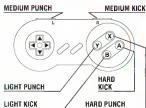
You can experiment with using other methods to make Bison demolish the pile of bricks, but using Medium Punches seems to be the easiest way.

■ BONUS STAGE 3

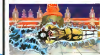
You should have enough time between barrels to use Hard Punches to break them as they fall. If not, try using Medium Punches.



RECOMMENDED CONFIGURATION



During battle, Medium Punch and Medium Kick just won't be used as often as Hard and Light Kicks and Punches. Therefore, we recommend that those functions be placed on the L and R Buttons, respectively.



M. BISON

VS. GUILLE

■ THROW #1

Instead of punching at the end of a Head Stomp, you can do a throw move. When Guile is near the middle of the screen, give him a Head Stomp, but don't press a Punch Button until you have landed. Instead of punching, Bison should grab and throw one of his fiercest enemies.



■ KNOCK GUILLE OUT OF THE AIR

When Guile leaps at you with the intent to attack with a kick or a punch, crouch down and wait for it. Just before he lands, throw a low Hard Punch his way.



■ THROW #2

After you knock Guile to the ground, he will usually throw a Hard Kick as he is getting up. Jump over him and land just on the other side while he's kicking. Use Medium or Hard Punch to throw him.



Try again, Guile! Bison is too smart to fall for his futile attempt to trip him up. He's already setting up and going into another attack move!

■ BACK HIM OFF

With time or energy running low, Guile often charges in and tries to throw you. Crouch down and back him off by using low Hard Punches.



VS. KEN

■ WAIT, BLOCK, THEN ATTACK!

One of Ken's favorite combination moves, the Hurricane Kick followed by a Shoryuken, should just be

blocked until Ken is almost finished with it. As he descends from the Dragon Punch, grab and throw him.



■ HOW TO DEFEND A JUMPING ATTACK

Ken loves to take multiple spinning jumps as he makes his way from the far side of the screen toward you. The closer he draws near, the more dangerous he is. Just before he lands near you, give him a standing Hard Kick. This should be enough to send Ken flying back down to the ground. The most important thing now is not to waste time setting up your follow-up attack!



■ THROW SET-UP

Ken is a likely candidate to fall for a fake. If he's being hesitant with an attack, just stand in the middle of the screen and throw some Light Punches. He'll approach and throw a low Hard Kick, but it will miss. Now move in for the throw!



VS. CHUN LI

■ CRUSHER FROM AFAR

On the far left side of the screen, press Left. As Chun Li approaches, press Right plus any Punch Button to fly in to the Psycho Crusher. Now repeat it!



■ DIFFICULT THROW

It's not easy to throw Chun Li because she backs you away with her awesome kicks. However, if she's tied up with a Lightning Kick, a throw is easy. After a knockdown, immediately jump over her and press a Punch or Kick Button while in the air. She'll respond with a fast Lightning Kick, but it'll be in the wrong direction!



■ ANOTHER THROW TECHNIQUE

Again, Chun Li isn't easy to throw, but if you approach it in the right way, you can pull it off. First, perform a Head Stomp. She will likely block it, but that's OK. Just as you land, press Medium or Hard Punch. If timed correctly, this punch move should break through her block, and you'll end up throwing her to the ground.



NORMAL MODE

In the Normal Mode, Chun Li doesn't possess the Fireball special attack, so she goes back to what she does best: jumping. Meet her jumping attacks with some of your own.



VS. ZANGIEF

■ REPEATED JUMPING HARD KICKS

When Zangief charges, it takes quite a force to repel him. Bison possesses repellent in the form of Hard Kicks. When Zangief charges toward you, press and hold Up on the Control Pad. When he finally comes within kicking distance, let him have

it with Hard Kicks. He will block, but with enough kicks, you should be able to break through.



■ PSYCHO CRUSHER

If you have room to execute the Psycho Crusher, we recommend that you concentrate heavily on this move. Use a Hard Punch in conjunction with it for the most effective results. Zangief loves to charge, so this move may be difficult to perform within the time available.



NORMAL MODE

Hard Kicks can really do a job on the Sultan of Stoutness, Zangief. This type of kick covers more distance than you might think! Practice using it to see just how far away from you your opponent can be and still be hit by it.



VS. DHALSIM

TELEPORT STOP

If you see Dhalism raise his legs to prepare for his Yoga Teleport, press Down plus Hard Kick. Bison will counter Dhalism's move with a sliding kick. This kick covers quite a distance, so use it often.



BLOCK THE ATTACK, THEN THROW

Dhalim loves to use his Drill Attack. Since Bison is such a good blocker, just press Left or Down/Left to block

it. As soon as Dhalim lands after executing this attack, press Medium or Hard Punch to throw him.



INITIATE THE ATTACK, THEN THROW

Attacks after defensive moves are great if you wish to make a strong comeback, but on the other side of the coin, Bison can get a throw in on Dhalim after initiating an offensive move. Set up and execute the Head Stomp maneuver and land on the opposite side of Dhalim. Press the Control Pad in his direction and then press Medium or Hard Punch to throw the Yoga Master.



VS. RYU

THROW TECHNIQUE #1

In anticipation for an opponent's attack, it's a good idea to wait in a crouched position. If an attack, like Ryu's Hadoken, does come your

way, you'll be ready to counter it. Perform a Head Stomp when you see the Hadoken and then press Medium or Hard Punch after landing.



THROW SET-UP

Again, like Ken, Ryu is a sucker for a Light Punch. Hold your position and throw some Light Punches. Ryu will creep toward you, stop short, and throw some low Hard Kicks. They should be out of range. When he retracts his leg, move in for the big-time throw move.



RYU'S JUMPING ATTACKS

Like Ken, Ryu likes to jump toward his rival in preparation for an attack. Adjust your position by pressing Right or Left so you can gauge the

proper distance necessary to stop Ryu's advance with a Hard Kick or a Light Punch. These are moves that require excellent timing.



VS. E. HONDA

SUMO TOSSEUR EXTRAORDINAIRE

With combined powers of speed, strength and agility, Bison can throw even the largest opponents. To throw Honda, hold your position and throw

some Light Punches. Honda will approach and will throw some Hard Punches, but they will miss. Move in for the throw when it's clear



STOMP AND TOSS TECHNIQUE

A second way for Bison to throw Honda is for him to execute the Head Stomp maneuver and then grab him by his belt for the throw. Wait until you've landed from the Head Stomp then press the Medium or Hard Punch Button. Honda will land with a giant thud.



Honda won't know what hit him when Bison flares across the screen and does a tag dance on his head. Honda probably won't have enough time to react.

CALL THE BLUFF

From time to time, Honda will be a bit hesitant to attack. When playing as a character that possesses a long range attack move, his hesitance is to your advantage. Bison's Psycho Crusher paired with a Hard Punch can travel all the way across the screen. Nail Honda from anywhere!



VS. BLANKA

REPEATED CRUSHING BLOWS

Push and hold Left until Blanka starts to move toward you then press Right plus any Punch Button. Reverse the motions and attack from the other side, too!



BACK OFF, BLANKA!

If you want to create some time for Bison to set up one of his special attack moves, you may want to back Blanka off by crouching down and throwing some Medium or Hard Punches. Blanka doesn't want to get hit by these, so he often jumps away to retreat.



NORMAL MODE

Blanka is fairly vulnerable to Bison's Hard Kicks when playing in the Normal Mode. Whether he is jumping, charging or just walking toward you, just fend him off with a Hard Kick. Remember, the Hard Kick covers quite a distance.



VS. BALROG

■ CROUCHING MEDIUM KICKS

By using a crouching Medium Kick, Bison can usually back Balrog up as he charges in for one of his punching barrages. But when Balrog jumps at you, you should use Light Punches.



Make the bishin deer! back off by sticking your feet out.



A Light Punch can send Balrog flying when he jumps your way.

■ BACKED INTO A CORNER?

Balrog loves to get his opponents backed into a corner and pummel them with uppercuts. In an effort to

fight back, press Left plus as many Medium or Hard Punches as you can muster. You may even throw him!



■ STOMP 'N THROW

Here's the old Head Stomp followed by a throw move again. Bison can use this move effectively on just about every fighter in the competition. It works very well on Balrog. When you land on the other side of Balrog after the Head Stomp, press Medium or Hard Punch.



VS. VEGA

■ CLAW BREAKER

Since Light Punches tend to be the best method for breaking Vega's claw off, use this type of punch in conjunction with a Head Stomp. Immediately after completing the move, do it again. Vega will have to block.



■ CRUSH THE WALL JUMPER

Bison can get a little uptight having to watch Vega bound around all over the screen. Deep down, he's probably envious of his jumping ability. To show him up though, Bison can put on a Psycho Crusher display. Vega will be taught a lesson when he receives a dose of Bison's most powerful attack. He won't jump around for very much longer!



■ YOU CAN'T GET AWAY

After Vega is knocked down, jump over him. Vega will attempt to retreat with a back flip. Merely attempting a back flip as a means of getting away from Bison is a poor choice for an evasive move because Bison knows how to handle it. Punch to throw.



■ STOP THE CLAW DIVE

When Vega gets wild and tries his Claw Dive, aka Flying Barcelona Attack, Bison will be ready for it. When he lets go of the fence, press Up to jump and then press Right or Left plus Hard Punch.



VS. SAGAT

■ A LONG WAY TO THROW

The bigger they are, the harder they fall. The old saying holds true for Sagat. Bison can really hurt him if he

gets a grip on him and throws him to the ground. Hit him with a Head Stomp before the throw.



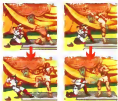
■ TAKE ADVANTAGE OF LOW TIGERS

Sagat will often drop to his knees and will let loose with three low Tiger Shots. The instant that you see him drop down, press Left. Just as the first Tiger Shot is leaving his hands, press Right plus any Punch Button. The Psycho Crusher is an excellent defense against low Tiger Shots. As a bonus, it's also a terrific attack! Unfortunately, it won't work against Standing Tiger Shots.



■ NEAR SAGAT

There are a couple of good combinations to use when you are in close quarters with Sagat. First, it's best to be in a crouching position. If Sagat throws some low punches, block them and then press Hard Kick to slide into him. If Sagat gives you some Hard Kicks, feed him some Hard Punches.



Either way, with Hard Punches or Hard Kicks, there's usually a good way to deal with Sagat when you're up close and personal.

VS. M. BISON

■ A TRICKY MOVE

When you fight against Bison's clone, you have to be extra careful because he knows all the moves that you know! As your rival draws near, throw some crouching Medium Punches and then low Medium Kicks.



■ AFTER BEING STOMPED

If you throw a lot of Medium Punches, your opponent, Bison, will often try to give you a Head Stomp.



■ PAYBACKS ARE FAIR GAME

If Bison thinks that he can just give you a Head Stomp and get away with it, he'd better think again. You should reciprocate with a Head

Block it as best as you can, then press Up/Left plus Hard Punch to retaliate.



COMBINATION ATTACKS

DOUBLE HARD ATTACK

LEVEL ★

This one's easy! Jump at your opponent and just before you land, give them a Hard Punch. After landing, press Down plus Hard Kick.



KICKIN' COMBO

LEVEL ★★★★★

Jump at your rival, press Down/Left plus Hard Kick. Upon landing, continue to hold Down/Left and throw two Light Punches. Press Left and throw another Light Punch. Next, press Right plus Hard Kick for an intense Scissor Kick. You could score a total of six hits!



THE BEST COMBINATION MOVE EVER?

LEVEL ★★★★★

This is the combination move to end all combination moves! Period. The total move will work only against Zangief. For everyone else, omit the first step. Jump over Zangief, press and hold Down/Right, and then lock him in the back of the head with a Hard Kick. Landing close, continue to

hold Down/Right and then throw four Light Punches. Press and hold Right plus another Light Punch and then end the move by pressing Left plus any Kick Button for a Scissor Kick. A whopping total of seven wicked hits can be scored in succession against Zangief!



The final move in this combo, the Scissor Kick, can score two hits if you use a Hard Kick in conjunction with it. Zangief won't believe this is happening to him!

TOP SECRET!

This move isn't as effective when it's you against a computer opponent. Use it more often against a human challenger. Depending on your distance away from your rival, use a Psycho Crusher so that it scores a hit but stops before you go past him. Grab and throw the opponent when you land.



Mr. Bison crashes into Segel, but doesn't go past him with the Psycho Crusher move. For the finale, he grabs and throws him to the ground!

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RYU



KEN



GUILLE



CHUN LI



DHALSIM



E. HONDA



CONFIGURATION

A----MEDIUM KICK

B----LIGHT KICK

X----MEDIUM PUNCH

Y----LIGHT PUNCH

L----HARD PUNCH

R----HARD KICK

SONIC BOOM



Press and hold Left or Down/Left, then press Right and any Punch Button at the same time. The speed of the Sonic Boom depends on the Punch Button used.

FLASH KICK



Press and hold Down or Down/Left, then press Up and any Kick Button at the same time. The height of the Flash Kick depends on the Kick Button used.

FIREBALL



To throw a Fireball, press Down, Down/Right, Right, then any Punch Button. The stronger the Punch Button you press, the faster the Fireball travels.

DRAGON PUNCH



To perform the Dragon Punch, press Right, Down, Down/Right and any Punch Button. The stronger the Punch Button the higher the punch will fly.

HURRICANE KICK



To let loose with the Hurricane Kick, press Down, Down/Left, Left then any Kick Button. You can also perform this kick while you are in the air.

FIREBALL



Mya's Fireball is activated by pressing Down, Down/Right, Right then any Punch Button. You can use the Fireball to stop your opponent's attack.

DRAGON PUNCH



Start your Dragon Punch by pressing Right, then Down/Right. When you're pressing Down/Right, hit any Punch Button to activate the Dragon Punch.

HURRICANE KICK



To perform a faster Hurricane Kick, press Down, Down/Left, Left then any Kick Button. To perform it as an air jump, then use the same sequence of buttons.

HUNDRED HAND SLAP



To start slapping, press any of the Punch Buttons repeatedly. The power of the slap is determined by the strength of the Punch Button used.

SUMO HEAD BUTT



Press and hold Left then press Right and any Punch Button. The distance it carries is dependent upon which Punch Button you press.

SUPER SUMO PRESS



Press and hold Down for about two seconds, then press Up and any Kick Button at the same time. The height depends on the Kick Button used.

YOGA TELEPORT



Press Right, Down, Down/Right and all three Punch or Kick Buttons to warp behind your opponent. Press Left, Down, Down/Left and all buttons to warp to the front.

YOGA FIRE



To throw this Fireball, press Down, Down/Right, Right and any Punch Button. The stronger the Punch Button you press the further the Fireball travels.

YOGA FLAME



To both a close opponent, press Left, Left/Down, Down, Down/Right, Right and any Punch Button. The stronger the Punch Button the longer the flame lasts.

KIKOKEN



Chia Li can throw her own Fireball by pressing Left, Left/Down, Down, Right/Down, Right and any Punch Button. Use a stronger Punch Button for greater speed.

WHIRLWIND KICK



Hold Down for a couple of seconds, then press Up and any Kick Button at the same time. You can also do this when you bounce off the walls for added height.

LIGHTNING KICK



To start kicking, press any of the Kick Buttons repeatedly. The power of the kick is determined by the strength of the Kick Button used.

ZANGIEF



BLANKA



VEGA



BALROG



M. BISON



SAGAT



CONFIGURATION

A----MEDIUM KICK

B----LIGHT KICK

X----MEDIUM PUNCH

Y----LIGHT PUNCH

L----HARD PUNCH

R----HARD KICK

CLAW DIVE



Hold Down, then press Up and any Kick Button. When Vega jumps off the base or the wall, press any Punch Button before reaching your opponent.

AIR SUPLEX



Use the same moves as the Claw Dive, only press a Punch Button when diving to your opponent. When you do, you will throw your opponent to the ground.

ROLLING CLAW



Press and hold Left, then press Right and any Punch Button. The distance the roll covers is dependent upon which Punch Button you press.

VERTICAL ROLLING ATTACK



Hold Down for a couple of seconds, then press Up and any Kick Button at the same time. The height of the roll depends on the Kick Button you press.

ROLLING ATTACK



Press and hold Left, then press Right and any Punch Button. The distance the roll covers is dependent upon which Punch Button you press.

ELECTRICITY



To charge up, press any of the Punch Buttons separately. The power of the charge is determined by the strength of the Punch Button used.

TURBO SPINNING CLOTHESLINE



Activating this move is simple: just push any two Kick Buttons simultaneously. You can press Left or Right to move Zangief while he's spinning.

SPINNING CLOTHESLINE



Activate this move by pressing any two Punch Buttons at the same time. Although this move can't be done as often as the Turbo Spinning Clothesline, it lasts longer.

SPINNING PILE DRIVER



Press Forward your opponent, then quickly rotate the Control Pad clockwise through 360° and push any Punch Button as you reach 12 o'clock in your rotation.

TIGER SHOT



Press Down, then Left or Right and any Punch Button to throw it at shoulder height. Press Down, then Right and any Kick Button to throw it at knee height.

TIGER UPPERCUT



Press Right, then Down/Right and any Punch Button. The height of the Tiger Punch is determined by the strength of the Punch Button used.

TIGER KNEE



To use the Tiger knee, press Down, then Down/Right and any Kick Button. The strength of the Kick Button, the farther he'll fly.

PSYCHO CRUSHER



Press and hold Left, then press Right and any Punch Button. The distance it covers is dependent upon which Punch Button you press.

SCISSORS KICK



Press and hold Left, then press Right and any Kick Button. This is a great defense against low sliding attacks. Your opponent bounces himself in the air.

HEAD STOMP



Start by pressing and holding Down on the Control Pad. Next, press Up plus any Kick Button. Alternate pressing any Punch Buttons to finish the attack.

DASH PUNCH



Hold Left or Down/Left for about two seconds, then press Right and any Punch Button at the same time. The distance of the Dash depends on the Punch used.

DASH UPPERCUT



Hold Left or Down/Left for about two seconds, then press Right and any Kick Button at the same time. The distance of the Dash depends on the Kick used.

TURN PUNCH



To activate the Turn Punch hold all three Punch or Kick Buttons at the same time for a full second. Release one or more of the buttons to throw the Punch.

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